

MASSIVE 196-PAGE XMAS SPECIAL!

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NO 15 DEC



12

MEAN MACHINES

INSIDE!

MEGADRIIVE

GOLDEN AXE II • RAIDEN • MERCS
PACMANIA • SHADOW OF THE BEAST

MASTER SYSTEM

LASER GHOST • LINE OF FIRE
G-LOC • SUPER SPACE INVADERS

NINTENDO

HARD DRIVIN' • CAPTAIN PLANET
SUPER FAMICOM

CASTLEVANIA • SUPER TENNIS TIPS

SEGA



MEGADRIIVE



SUPER FAMICOM



NINTENDO



GAMEBOY



GAME GEAR



SUPER MARIO 3



Nintendo



ROBOCOP!
BETTER THAN SONIC!



SONIC THE HEDGEHOG
EXCLUSIVE
MASTER
SYSTEM
REVIEW!



**ISSUE
ZERO!**
FANTASTIC
EXCLUSIVE
REPRINT
FREE
INSIDE!



DOUBLE AMERICAN FOOTBALL EXCLUSIVE!



JOHN MADDEN 92
ABSOLUTELY INCREDIBLE!
THE BEST SPORTS GAME EVER!
JOE MONTANA 2
AMAZING! SO MUCH SPEECH
YOU JUST WON'T BELIEVE IT!



**ARE YOU ABOUT TO LET
THESE MEGA TITLES
GET THE UPPER HAND...?**



THE UPPER ELBOW, THE UPPER ARM...?

You used to be so cool calm and collected, few games were ever going to get the better of you.

Then along comes this bunch.

One sure-fire way of losing that cool, if not your marbles, "Marble Madness™" is a crazy roller-coaster arcade challenge. Helter-skelter down 6 stages, with 8 difficulty levels and steadily make your way to complete insanity.

"The Immortal™" a macabre 3D descent through 50 dungeon chambers in search of your old master Mordimar. Each level will prove to be more puzzling and more gruesome than the last. Your only chance is to fight fire with fire, slime with slime and slice, behead, electrocute or spike anyone or anything that stands in your way.

"John Madden's Football '92" is tough. Very tough. The update on all-time best selling football title, is now even more crunchingly realistic. It features more game-plays, more teams, instant replays, improved animation, a new TV-like perception and the opportunity to knock quarter-backs into the middle of next season.

"F-22 Interceptor™" is the first true 3D combat flight-sim title technical break-through for MegaDrive. Piloting the Lockheed F-22 Advanced Tactical Fighter, it's so up-

to-the-minute, you'll even find yourself flying into the red-hot Iraqi war-zones.

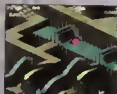
In "James Pond II™ Codename: Robocod™", the amazing aquatic agent is back to reduce his enemies to underwater weeds. Only now, able to operate on land as well as in water, he's out to save 9 different arctic toy factories, equipped with all the latest gadgetry including a flying bathtub.

"Fatal Rewind™" from Psygnosis is a Game Show with a difference. The first prize is your life. It's a battle against the clock, blasting, leaping and clawing your way out of 16 Pits of Death, while keeping an eye on the ever-rising tide of Deadly Life Liquid.

Also from Psygnosis "Shadow of the Beast™" pitches you against a monster with a few scores of his own to settle. He controls no fewer than 132 different sadistic associates, all of whom you must cajole, fool, fight and destroy, to gain access to the enemy camp.

Finally, "Buck Rogers™. The 25th Century. Countdown to Doomsday" is your chance to lead a ramshackle crew of delinquents against the combined might of the Russo-American Mercantile. Your mission of course, is nothing less than to save the Planet Earth, both on land and in space through a previously unseen ship-to-ship combat system.

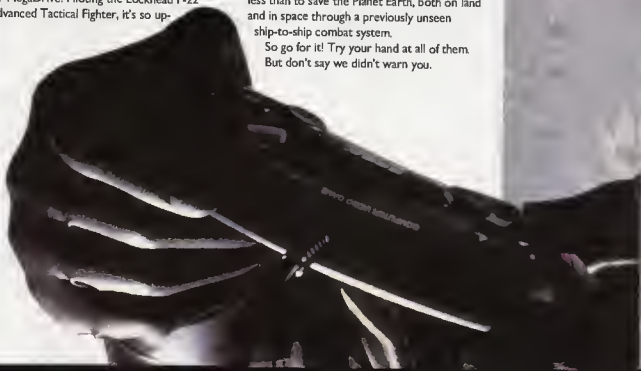
So go for it! Try your hand at all of them. But don't say we didn't warn you.



Marble Madness

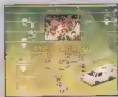


James Pond II





The Immortal



John Madden's Football '92



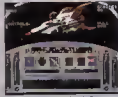
F-22 Interceptor



Fatal Rewind



Shadow of the Beast



Buck Rogers



EL ■ CT R ○ N I C ▲ R T STM

Distributed by: Sega Europe, 16 Portland Road,

EDITORIAL

6

Sparky in this month's Editorial as Jaz starts off his new Insults Corner - is your ugly retarded fizzog polluting our lovely pages? Turn to this page and find out! Also, in a one-off special, the MEAN MACHINES lad confesses all in a bizarre series of personality profiles!

NEWS

12

Let's make no bones about it - reading these tentaculously teasing pages, packed to the brim with all that's new in the console world is a wild experience, sure to having you sighing and moaning with frenzied pleasure.

MEAN YOB

26

It's the season of good cheer once again, so you'd expect the MEAN YOB to contributing his fair share of good will to the festive atmosphere, wouldn't you? WRONG!

Q+A

32

This month the man Jazze is taking no crap. Instead, with the aid of his special answering trouwers, he's taking your probing questions, and providing suitably correct answers.

TIPS

36

If you experience altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions when reading these pages, we suggest you consult your physician immediately. This massive 12 page tip extravaganza is so brilliant it could seriously affect your mental health.

HOW MEAN MACHINES WAS MADE

84

In a special one-off feature, Julian Rignall brings you the full story behind the creation of the most totally brilliant magazine money can buy - MEAN MACHINES, of course!

MEAN MACHINES 4

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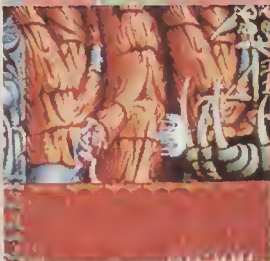
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▲ *Shadow of the Beast:* page 120.

▲ *Joe Montana II* - on page 158!

▼ *Master System Sonic II's* mega!



▲ *Maniac Mansion* is the first decent NES adventure! It's on page 66.

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COMPOS

THE JAZZA

RIGNALL COMP

65

YOU, yee, YOU could be the lucky winner of a skill new Super Famicom if you enter this chillin' compo. We aren't lying when we say that this compo is even more exciting than an episode of Neighbours.

THE RICHARD

LEADBETTER COMP

74

The man with the quiff is back, and this time he's brought a top-tier Gameboy with six games ready for some lucky reader to win! Yey!

THE OZ

BROWNE COMP

78

"Owwwwww, man! It's me own competition, innit? Nae-aaaaa! Oaigh me a chillin', skillin' hamburger for me and I'll give you a whole stack of illin' goodie! Nae-aaaaa!"

THE RADION

AUTOMATIC COMP

118

That strange man with the bizarre hair-cut and lack of brain cells gives you the chance to win some really MEGA stuff - and we aren't kidding! Check out the page and seal!

THE GARY

HARROD COMP

127

Clint Eastwood was The Man With No Name. Gary Harrod is The Man With No Shame - at least that's what his fashion sense suggests. Provide a design for some new Harrod clothing and you could win some fine console-related gear for your efforts.

ISSUE ZERO!

91

Yee! After literally hundreds of letters from eager readers demanding a copy of the ultra-rare limited edition Issue 0 of MEAN MACHINES, we've finally given in. We've completely reprinted this prototype, hilarious addition of the magazine for your collection.

THE HOTLINES

109

Christmas is the time traditionally associated with plenty of presents! Perhaps you'd like to add a Megadrive or a Super Famicom to your pile of goodies. Just pick up that theta rap rod and dial away. It could be YOU who wins a top-tier piece of console gear!

CHARTS

110

'Cori', 'Wow!', 'Yikes!', 'Mega!' These are just some of the expressions Rich has heard merry MEAN MACHINES readers sigh when they check out the charts at the magazine stand in Chalmersford WH Smith. Perhaps you'd like to join in all the chart-related action?

LOOKBACK 1991

112

Yet another MEAN MACHINES special feature! The year that was (and indeed still is) 1991 was full of great games, average games and crap games. Julian Rignall retrashes your memory.

THE 1991 AWARDS

164

What was the best game of 1991? What was the oddest, most embarrassing game you can remember from that self-same year? Which thing would you most like to... erm, well, all these questions and more are posed in the MEGA 1991 MEAN MACHINES award! Cori! Yay!

QUESTIONNAIRE

171

Believe it or not, we do actually care about what you think. This is your chance to have YOUR say. As the husky voice-over at the beginning of Knight Rider used to say, "One man can make a difference."

MEGAMART

177

"Yee please! I'll take your battle damaged Master System off you for £200!" This could be the phenomenal response you receive if YOU advertise in MEAN MACHINES MEGAMART - the variable Church Auction of the consoles industry. Will you find that (very) elusive bargain?

PREVIEWS

188

Do you want to taste your eyes on potentially the HOTTEST games coming for your console? You do? Well, we've tried our best, but you know how it is... We tried. Well, we let Radion try. Turn to the page with the little 188 in the bottom left-hand corner and PREPARE TO BE AMAZED!

NEXT MONTH

193

Well, all good things come to an end - even this double-sized mega issue of MEAN MACHINES. We've chosen to end this milestone in our history with a very special page. In fact, it's so special, it's completely devoid of any interesting information. But then, information is as information does.

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GRAHAM 'MAN FROM UNCLE'
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THANKS THIS MONTH TO: The
England rugby team for being so
skilful, Andy Bartock for being a
chum of (fashion), tone (for cheering
up Oz) and the woman at Sky
movies who connected me up
straight away.
HELLO TO: All the sad people who
are simply unable to come up with
anything new
STILL SPANKING, BUT NOT OUISE
SO NEWLY RECOGNIZED
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aphrasia of fruitfulness
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AND THEIR LORRIES OF PLEASURE
REMEMBER KIOS: A BIRD IN THE
HAND GETS VERY EXCITED
(C) MEAN MACHINES 1991

It might be Christmas, but we don't care. If you
copy or re up off this magazine in any way, we'll get
our lawyers to strip you of your assets and then
of your eye. And after that we'll get nasty, baby.

COMPETITION RULES

EMERGENCY employees or their immediate
family and friends are not allowed to enter any of
our comps, because that's the way things are.
And even though it's Christmas, Wayne Milton
from West Wotwood can't either. Cos he's got
a pesky thing and his bottom smells at rotten
intestines.

JAZZA'S FINAL BIT

Hi! Not Merry Christmas, Merrywe
Christmas! I have in my hands a fabulous, lovely,
brand spanking new Super Famicom, and I'm
going to give it to somebody for Christmas this
Famicon that is! Who? Well, that's where you
come in. I want you to do it with a
Christmas card for MEAN MACHINES. We're
going to have a very famous card - Jingle
Bells, O Come all Ye Faithful or whatever you
want. The bottom one gets the Super Famicom
for Christmas. It is so simple so that. Send your
super card to: JINGLE BELLS MY PARTS SMEL,
FRODO NOT MY PARTS AWAY MEAN MACHINES,
PRIORY COURT, 30-32 FARRINGDON LANE,
LONDON EC1R 3AU. See you next year!

XMAS

T A S Y



JAZ

happen were finally proved
completely wrong, and as we race
up to Christmas, Megadrives,
Nintendos and Master Systems
are the machines that are shifting

The year is nearly
over, and it's time
to reflect. It's
certainly been a
great twelve
months for
everyone involved
in the console
industry. Those
who said that the
console invasion
would never

faster than anything else.

That trend looks set to
continue. With the Super Famicom
being launched next year and
console CD-ROM machines ready
to take us to new levels of visual
and aural excellence (let's hope
the decent game design and
playability don't get forgotten!),
there's plenty to look forward to.
MEAN MACHINES will continue to
get bigger and better, and I can
promise you some spectacular
things early next year!

All that remains is for me to
wish you a very happy Christmas.
See you in '92!



NAME GARY GAZ, HARROD

BIRTHDAY 15 JULY
LIVE IN LONDON
MOST FAVOURITE GAMES OF '81: KICK
OFF 2, CASTLEVANIA 2 AND 4, MERCS
SUPER TENNIS, CROSSED SWORDS
AS 2
ALL-TIME FAVOURITE GAME: KICK OFF
2, CASTLEVANIA 2 AND 4
ALL-TIME FAVOURITE COIN-OPS:
STREET FIGHTER 2
FAVOURITE MUG: CAT MUG
FAVOURITE FILMS: DRAGONS
FOREVER, EYE OF AN ARNOLD
SCHWARZENEGGER FILM, CYBORG
WILD AT HEART, TERMINATOR 2
FAVOURITE RUGBY TEAM: ENGLAND
(WELL DONE BOYS)
FAVOURITE TV SHOWS: HARRY
ENFIELD, RAWWATCH
CINEMATATIONS, 9 O'CLOCK NEWS,
ANTIQUE ROADSHOW
FAVOURITE MUSIC: ENTOMBED,
GORILLAS, CANNIBAL CORPSE, STEVE
WILLIAMSON, NIRVANA, MUDDYNE,
ICE-T, GETO BOYS
FAVOURITE FOOD: RICE
FAVOURITE MAGAZINES: CLUB
GAMERS, GIRLIE WORLD, THRASH N
BURN
FAVOURITE CLOTHING: WHITE T-SHIRT
FAVOURITE PLACE IN THE WORLD:
OLAY AMUSEMENTS
BIGGEST HERO: MY MUM
THINGS THAT MAKE ME GO HUMM-
ING AT HOME WITH MY BIG BLACK
PUSSY (AND MY BIG ORANGE ONE)
THINGS THAT MAKE ME GO AAROOH:
NO NEW DEATH METAL COS TO BUY
WHAT I WANT FOR CHRISTMAS: NEW
NED GEO GAMES AND LOWER PRICES
AT MADAME SPANKY'S



CHRISTMAS BONUS PETS

Here are a few mega snaps of talented pets. First of
all there's the mysterious cat who doesn't like having
his picture taken. This pic was taken just seconds
before his paw slashed the poor old photographer to
ribbons. Then there's the picture of Ben the Dog sent
in by Craig Fox of Chesterfield. Ben is a sad member
of the Gary Harrod Pauper Club. And finally there's a
picture for all you arachnophobes out there. Sonic the
Taniulus, owned by Mark Chapman of London SE16,
is a Spiderman expert! Not surprisin' - real's.

ROLL, ROLL, ROLL YOUR CAR

Spang central! This is what happens when you take reader Mark Hay of Southampton, stick him in a boy racer Capri and let him drive down a wet road. Crumple! That WAS a nice Golf - it took Scott Andrew of Seaton Delaval an hour to do this with his GTI. Doh! And finally, Andrew Green of Glesbury dispels the myth that Ford Sierras are the most characterless cars on the market. His one winks!



NAME: RADON 'RAD' AUTOMATIC
BIRTHDAY: 7TH SEPTEMBER
I LIVE IN: LEWISHAM
MOST FAVOURITE GAMES OF '91:
JERRY BOY, STREETS OF RAGE, MARIO
FAVOURITE FILM: TERMINATOR 2
STREET FIGHTER 2
ALL-TIME FAVOURITE GAMES: FINAL
FIGHT, TETRIS, JOHN MADDEN'S
FOOTBALL 2, KICK OFF 2
ALL-TIME FAVOURITE COIN-OPS: PIT
FIGHTER, FINAL FIGHT, BEAST
BUSTERS, TRON, STREET FIGHTER 2
FAVOURITE MUG: MY OLD X-MEN MUG
FAVOURITE MUSIC: RED HOT CHILI
PEPPERS, MORPHEO, SHAMEN, JANE'S
ADDITION, MUD FUNK, MIDNIGHT OIL,
REM, MUDHONEY
FAVOURITE FOOD: QUICK FOO YUNG
FAVOURITE MAGAZINES: VIZ, X-MEN
THRASHER, MC
FAVOURITE CLOTHING: MY DOC
MARTENS
THINGS THAT MAKE ME GO AAAGGH:
BIGGEST HERO: ZOONY, THE LAZOOM
FROM FIREBALL ZILL
THINGS THAT MAKE ME GO HMMM:
MARMITE
THINGS THAT MAKE ME GO AAAGGH:
BEING PLUGGED INTO THE MAINS
WHAT I WANT FOR CHRISTMAS: A LUMP
OF COAL AND SOME PENCIL SHAVINGS



NAME: OSMDON 'OZ' BROWN
BIRTHDAY: 12TH OCT
I LIVE IN: FOREST GATE, LONDON
MOST FAVOURITE GAMES OF '91:
THUNDERFORCE III, F-ZERO, STRIDER,
STREETS OF RAGE
ALL-TIME FAVOURITE GAMES:
SPEDBALL 2, OPERATION WOLF, STAR
WAY, KICK OFF 2
ALL-TIME FAVOURITE COIN-OPS:
MECHANISED ATTACK, SPACE GUN
METAL HAWK
FAVOURITE MUG: MY WHITE ROBIN
HOOD MUG
FAVOURITE FILMS: INDIANA JONES AND
THE TEMPLE OF DOOM, ALIENS, LETHAL
WEAPON, LETHAL WEAPON 2
FAVOURITE TV SHOW: 2. RETURN OF THE
DIE HARD
FAVOURITE FOOTBALL TEAM: HAVEN'T
GOT ONE
FAVOURITE TV SHOWS: BEVERLY HILLS
90210, WONDER YEARS
FAVOURITE MUSIC: JANET JACKSON,
WHITNEY HOUSTON, GLORIA ESTEFAN,
BELINDA CARLISLE, MARVIN GAYE
FAVOURITE FOOD: MACARONI CHEESE
CHINESE, INDIAN FOOD AND WEST
INDIAN FOOD
FAVOURITE MAGAZINES: EMPIRE
PREVIEW
FAVOURITE CLOTHING: TERMINATOR 2
T-SHIRT
FAVOURITE PLACE IN THE WORLD:
BEVERLY HILLS
BIGGEST HEROES: MARTIN RIGGS
MOTHER THERE SA, MARVIN GAYE
CYNTHIA ROY ROBINSON
THINGS THAT MAKE ME GO HMMM:
WORKING, GOING TO THE MOVIES
EATING OUT, DANCING, WOMEN
SACRARI
THINGS THAT MAKE ME GO AAAGGH:
PREJUDICE OF ANY KIND, FOOTBALL
THINGS THAT MAKE ME GO HMMM:
WHAT I WANT FOR CHRISTMAS: PEACE,
LOVE AND HAPPINESS



NAME: RICHARD HIGH, LEAD BETTER
BIRTHDAY: 20TH DECEMBER
I LIVE IN: WITHAM, ESSEX
MOST FAVOURITE GAMES OF '91:
SPIDER MAN, STARLIGHT, ROAD RASH,
EA HOCKEY, F-1 RACE, CASTLE VANIA II
UN SQUADRON, SUPER TENNIS
ALL-TIME FAVOURITE GAMES: MARIO 4
FINAL FIGHT, TETRIS
ALL-TIME FAVOURITE COIN-OPS: NARC
FINAL FIGHT
FAVOURITE MUG: WHITE WITH PINK
BITS ON
FAVOURITE FILMS: TERMINATOR 2, DIE
HARD, LETHAL WEAPON, FERRIS
BUZZELLER'S DAY OFF, WEIRD SCIENCE
DEAD POET'S SOCIETY, FOR A FEW
DOLLARS MORE
FAVOURITE FOOTBALL TEAM: I DON'T
WATCH FOOTBALL
FAVOURITE TV SHOWS: 'THE SIMPSONS',
HALL AND PACE, FRY AND LAURIE
HAVE, I GOT NEWS FOR YOU, THE
YOUNG ONES
FAVOURITE MUSIC: ELECTRONIC, NEW
ORDER, PET SHOP BOYS, BOB STATE,
REM, BELINDA CARLISLE AND ANY
EUROPEAN HARDCORE DANCE MUSIC
FAVOURITE FOOD: CHINESE
ESPECIALLY AROMATIC CROISSY DUCK
FAVOURITE MAGAZINES: SPIER-MAN,
PRIVATE EYE
FAVOURITE CLOTHING: MY LEATHER
JACKET AND SCARF
FAVOURITE PLACE IN THE WORLD:
DESERT ISLAND IN THE BAHAMAS
BIGGEST HERO: I HAVEN'T GOT A HERO
THINGS THAT MAKE ME GO HMMM:
SLEEPING, TELEPHONE JAPERY, FOOD,
GOOD COMPANY, GOOD MOVIES
SCANNING
THINGS THAT MAKE ME GO AAAGGH:
GETTING UP, FAF, BRITISH RAIL,
LONDON, INDIAN FOOD, SEA FOOD,
JOKES WITH PREDICTABLE
PUNCH-LINES, ANNOYING PEOPLE WHO
PHONE UP THE OFFICE AND ASK ME
QUESTIONS 'YOOF' PRESENTERS ON
CHANNEL FOUR
WHAT I WANT FOR CHRISTMAS:
ANYTHING AS LONG AS I DON'T KNOW
WHAT IT IS



NAME: JULIAN JAY, RIGNALL
BIRTHDAY: 5TH MARCH
I LIVE IN: SOUTHEND ON SEA
MOST FAVOURITE GAMES OF '91:
SUPER RICK OFF, ULTRA MAN, JOHN
MADDEN'S FOOTBALL, SUPER MARIO 3,
STREET FIGHTER 2
ALL-TIME FAVOURITE GAMES: KICK OFF 2,
RAILROAD TYCOON, BULLDOZER DASH,
POOYAN, SHAMUS, F-15 STRIKE EAGLE
2, JET FIGHTER 2, DELTA, SUPER MARIO
4, PLUS TONS OF OTHERS
ALL-TIME FAVOURITE COIN-OPS:
ROBOTRON, STARGLATE, SINISTRAR
STEEL TALONS, I ROBOT, F-15 STRIKE
EAGLE, BOMB JACK
FAVOURITE MUG: MY DENNY'S MUG
WHICH CHANGES COLOUR WHEN YOU
PUT TEA IN IT
FAVOURITE FILMS: AKIRA, DARK STAR,
BLADE RUNNER, TERMINATOR 1 AND 2
APOCALYPSE NOW, ALL THE STAR
WARS FILMS
FAVOURITE FOOTBALL TEAM:
SOUTHEND
FAVOURITE TV SHOWS: VIRTUALITY, Y
ANYTHING, ESPECIALLY SIMPSON'S 21
JUMP STREET, LAW AND ORDER, DROP
THE DEAD DONKEY, THE BILL, ANY
SPORTS PROGRAMME'S EXCEPT RACING
FAVOURITE MUSIC: RIB STATE, RED
HOT CHILI PEPPERS, JOY DIVISION, THE
DOORS, REM, CURE AND TONS OF
OTHER STUFF
FAVOURITE FOOD: ANYTHING I DO
FAVOURITE MAGAZINES: GTI
PERFORMANCE, CARBS, PERFORMANCE
BIKES, AUTO-AM AND MOTOR BACK
STREET HEROES, RUGBY WORLD
MADPEDIA, CINEFEX
FAVOURITE CLOTHING: RUGBY SHIRTS
FAVOURITE PLACE IN THE WORLD:
THE ABANDONED DRIVER'S ROAD ON
MYNDY VORUM, NEAR TREGARON
MOUNT WALES
BIGGEST HERO: CAPTAIN SCARLET
THINGS THAT MAKE ME GO HMMM: MY
19 FELICE OT, GTI, BALHAUS DESIGN, MY
CATS MAG AND GEORGE, SCANNING
THINGS THAT MAKE ME GO AAAGGH:
BRITISH RAIL, TRAFFIC JAMS, STUPID
PEOPLE, LONDON, LONDON
UNDERGROUND, RED TRAFFIC LIGHTS
WHAT I WANT FOR CHRISTMAS:
A YAMAHA FZR EXUP MOTORBIKE, A
YAMAHA FUSE IN THE COUNTRY, A
RANGE ROVER WITH OVERDRIVE
CONVERSION, NINTENDO S BANK
BALANCE, WALES, A JETSKI, A
MEGABYTE CD ROM, A LOTUS ESPRIMO
TURBO SE, A JET PLANE, A HELICOPTER
AND WORLD PEACE

INSULT



Send pictures of your
messy room to
MEAN MACHINES
as part of the
mean-drink
contest.



Send pictures of a
messy room to
MEAN MACHINES
as part of the
mean-drink
contest.



Here they are - the first MEAN MACHINES who reckon they're hard enough to stand MEAN MACHINES insult. If you think you can send in a photograph (put your name on the back) and if you're particularly ugly, we'll print it complete with a one-line insult to make you laugh. The place to send your SAD INDIVIDUAL WHO'S JUST RIFE FOR AN INSULT, MEAN MACHINES, PRIORY COURT, FARRINGTON LANE, LONDON, EC1R 3AU.



HAVE YOU GOT AN UNTIDY BEDROOM?

Well, take a picture of it! We're looking for Britain's most untidy bedroom. If you think your revolting hovel of a room could be the tops, send in a photo (and don't forget to put your name and address on the back). We'll print pictures of the most disgusting dumps, so send your snaps to THIS IS THE STINKING FESTERING STEAMY PIT IN WHICH I SLEEP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

CORNER



More of the same old same old
The same old same old
The same old same old

More of the same old same old
The same old same old
The same old same old

More of the same old same old
The same old same old
The same old same old



Readers
up to a
can take it,
address on
tregic, we'll
rented to
ice is. I M A
OR A JUICY
DURT, 30-32
IAU.



More of the same old same old
The same old same old
The same old same old

Budget
rent a car



More of the same old same old
The same old same old
The same old same old

ES NEW

HANDY QUICKJOY



QuickJoy is a new arcade-style joystick, with three massive buttons and a rather exciting-sounding "short, stubby stick" (as it says on Spectravideo's press release). According to the dudes at Spectravideo, the Mega Star, as this fine stick is known, is fully microswitched, ensuring response and durability as close to an arcade stick as possible.

Looks pretty cool, eh? Well the bad news is that although computer versions of the joystick are in the shops as we speak, Sega and Nintendo owners have to wait until "early next year" to get their sweaty hands on this highly desirable game controller. The price? A wallet-annihilating £27.95 to you, sir! If you'd like to have a natter with Spectravideo about the matter, dial 061 900 0024 on your telephone-like object.

TAITO



MEGADRIVE KICK OFF - OFFICIAL!

Word reaches the MEAN MACHINES offices that Kick Off, the best digitised version of soccer EVER, is set for release next year on the Megadrive, courtesy of US Gold.

This new console version of Kick Off is being put together by Tierlex - the programmers responsible for the awesome Master System version (rated at 96% last month!) It should be no problem for the coding bods to incorporate all of the Amiga version's playability, options and graphics, and perhaps make the scrolling even smoother by utilising the Megadrive's 16-bit custom hardware. More news as we get it...

VIOLENCE AHOY!

Kick Boxing fans will no doubt cack their pants with anticipation at the news that Panza Kick Boxing is being converted onto the Super Famicom - with the possibility of NES and Gameboy versions to follow.

The game itself is a detailed simulation of Thailand's favourite sport, with massive sprites battling it out on-screen with a variety of Kick Boxing attack moves. Added in with the beat 'em up mayhem are work-outs in the gym, where your muscular Far Eastern type improves his stamina and strength.

We've seen the PC Engine version and it features some of the most stunning graphics and animation yet seen in a console game. If Lofciels (the producers of this violence-related extravaganza) can improve on the Engine version, we'll be seriously impressed..



WHAT'S THE TIME BOY?

Here's the ultimate designer item for people with lots of keys. The Timeboy, as it's known, is a small Gameboy-shaped keyring that boasts a number of exciting time-related features.

Pressing the A or B buttons selects either the date or the amount of seconds of the current minute (which seems somewhat pointless). Utilising the 'D-pad' enables you to change the date and time. The Timeboy is a pretty flash piece of kit - but there's just one problem. Putting your keys in your pocket invariably causes all of the buttons to be pressed - thus resulting in the time being lost. Doh!

Still, it's a pretty good device and cheap too. The Timeboy we acquired from London's Tottenham Court Road retail ed at just £3.99 of your hard-earned English pounds sterling. If you fancy one as a Christmas stocking filler or something, give Shekhana Consoles a ring on 081 340 8585.

MASTER SYSTEM GOODIES

A variable explosion of fab Master System gear is lurking just around the corner. Coming soon are the likes of Asterix the Gaul (Mickay Mouse-style platform action) and Tart's coin-op conversion of the ever-popular Bubble Bobble. After sailing well on the Megadrive Sega also have a groovy conversion of their hit coin-op, Alien Storm, ready for release on your love 8-bit console.

Early next year, expect Tart's horizontally scrolling shoot 'em up Darius II to be released. Special Criminal Investigations is another Tart coin-op conversion (the follow-up to Chase HQ no less), which should be pretty decent. But if shooting lots of things with a big gun is your cup o' tea, Space Gun (another Sega coin-op conversion!) should look good to you.

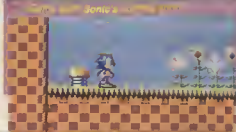


If you're a proud owner of a fine Game Gear, you'll no doubt be very interested in some of the titles Sega have lined up for release during the next few months.

As we speak, World Class Leaderboard - the conversion of the 92% rated Master System game should be in the shops and selling like hell. However, over the next few months, look out for Frogger (apparently a conversion of Sega's new, improved Frogger coin-op) and beat 'em up thrills 'n' splits in the form of Ninja Golden. There's plenty of whip-related action in the form of US Gold's Indiana Jones and the Last Crusade. From what we've seen of that, it could turn out to be something really special.

Perhaps the two most exciting cartridges lined up for the Game Gear are Donald Duck and Sonic the Hedgehog. If either of these platform games are anything like their Master System counterparts, they should be great! All going well, reviews of all this exciting, incontinence-inducing stuff should adorn the pages of MEAN MACHINES over the next few months.

7 Donald Duck's on the way to the Game Gear!



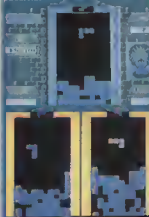


TETRIS TWO!

The official follow-up to THE best puzzle game ever has just been unveiled in Japan. Teasingly entitled Tetris 2 + BomBliss (???), the game promises to include all of the mind-bending shape-fitting antics of the original along with plenty of new elements, including of all things, bombs!

The aim of the game still appears to involve making lines out of falling shapes, although the presence of strange items, like exploding bombs in the Tetris plot adds a bizarre twist to the gameplay. All the old options of the original Tetris, including the two-player mode, are included as well.

Little else is known about the game, apart from the fact that it's being produced for the Nintendo by the original programmers, Bullfinch Software. We'll let you know more about this game as soon as possible.

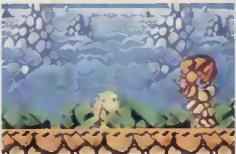
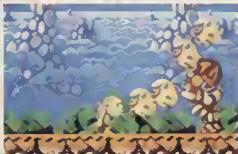
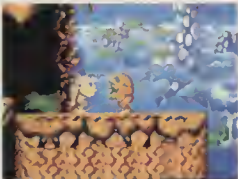


MEGADRIE BABOONERY

Megadrive-owning Toki fans better have a plentiful supply of nappies at the ready during January because Sega have a 16-bit conversion of the ace Fabtek coin-op just about ready for release.

The scenario is pretty bizarre. A sorcerer has arrived on the scene, pinched your chick and changed you from a manly muscle-bound hero into an ape with a sad, Harrod-like baboon physique! Now it's your job to traverse the jungly platform landscape kicking the seven shades out of the sorcerer's minions and all of the bosses that he's strategically placed at the end of each level.

Hopefully, the conversion will contain all of the levels, bosses and power-ups of the arcade original. All will be revealed when you read the MEAN MACHINES review in a future issue!



FAMICOM TEES OFF

After scooping numerous awards on the Megadrive (including a MEAN MACHINES MEGAGAME), Japanese giants Imagineer are set to release a Super Famicom version of PGA Tour Golf!

From the looks of things, the Japanese have included just about every feature of the amazing Megadrive original, along with a few extra graphical treats that only the Famicom can pull off. For example, after driving the ball, the 3D perspective alters to follow the apha-ra-like object (Pilotwings-style) as it flies through the air!

PGA Tour Golf looks like being



a sure fire winner, but you'll find out for sure when we give it the MEAN MACHINES treatment in a couple of issue's time.

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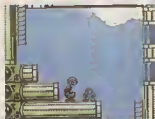
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ROCKMAN 4

MegaMan IV has just been released in the Land of the Rising Sun to rapturous reviews from the Japanese press.

Once again the evil Dr Wily has been up to his old tricks and has taken over a portion of the world with the aid of eight new robotic henchmen. Just like its predecessors, MegaMan IV is a platform game with the emphasis on ground-breaking graphics and super-slick playability.

As you can see from the screenshots, MegaMan IV is looking "right tasty", and we'll be giving it the definitive review as soon as it's officially released. Unfortunately, this won't be for a

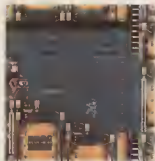
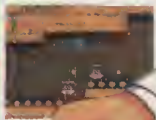
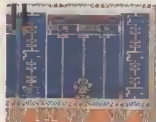


very long time - after all, MegaMan III isn't officially out yet. However, if you're desperately keen to get hold of a copy of this potentially mega game, give one of the grey import advertisers a bell and see what you can find out.

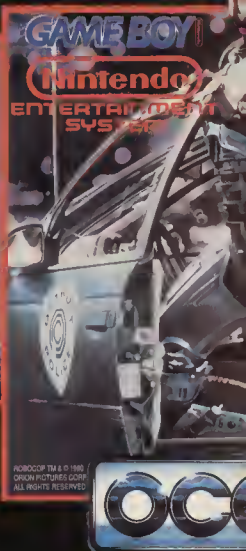
SUPER EDF ISN'T

Super F is the latest Super Famicom side-on blaster to be released in Japan. Gameplay-wise, it's pretty standard fare - just traverse those scrolling backdrops, shooting those legions of alien sprites that dare get in the way.

We've seen a finished version of the game and we were quite disappointed. Although there's plenty of decent visual effects and some rather fine graphics, the shoot 'em up action is just too unexciting and unoriginal to make Super EDF a worthwhile buy. If you're a Super Famicom owner after a good blast, UN Squadron still rules supreme.



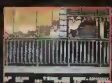
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NINTENDO ENTERTAINMENT



What a ventable festive feast of footballing fun, frolics and frivolity! If you're an American football fan, you'll be wondering what this, the sequel to probably the best sports sim ever, has in store for you. And if you're not an American football fan, we'd better refresh you of the rules.

The object of the game is to get the ball into the opponent's end zone, thus scoring six points. This is not as simple as it sounds, however, as every time the ball comes into contact with the firmament, play is stopped. Play is stopped a maximum of four times, and if the ball has not been carried ten yards in this time, control is handed over to the other team.

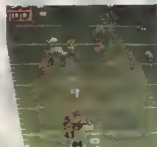
John Madden's Football was the greatest console version of the sport ever, if viewed the action from behind the offensive team and utilized impressive parallax scrolling to bring the action to life. Different plays were selected using a variety of menus and a number of moves could be performed by the player under your control, such as diving, spinning, headbutting or intercepting passes.

This sequel aims to better the original, and with more teams, more modes of play, more options, more plays and more speed, it exactly does that.



TWO ON ONE

In the original John Madden's Football, if you wanted to play with a friend it was always a straight head-to-head contest. John Madden's '92 retains this option, but also includes the choice to have both players on the same team, with the players controlling a man each and all plays being chosen with one joystick, presumably after both players have agreed on the tactics! This mode increases chances of success and reduces thumps in the face from pals who you've decimated.

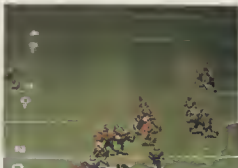


JOHN MADDEN '92 FOOTBALL



HE STARTED IT NEXT

It's always annoying to have your quarterback sacked or be heroically scored against, so it's good to see that now you can fight back. When play is stopped, you remain in control for a few seconds, allowing you to jump on or headbutt any offending players! The corresponding charge of Unsportsmanlike Conduct earns you a five-yard penalty, but it's sure worth it!



▲ It's all-out action in this thrilling game. The player in possession is barging his way through opposing players, and a couple of players are just waiting for him to attempt a meelee throw!



▲ The team in possession are attempting a meelee throwing play! The quarterback's running back, readying himself for the throw, while his team mates run heading into the opposing team, keeping them as far away as possible from the quarterback. Some of the players break off ready to receive the ball.



LET'S SEE THAT AGAIN

If you're a proper Jeremy Beedie who just can't resist watching the juicy moments of each match over and over again, you can put away your video, because John Madden's '92 has a replay option! After pausing the game, you can either select a time out or replay. Accessing replay shows the action starting at the last down. From here, you can watch the fun at normal speed, in slow motion or even in frame-by-frame advance! Then, if you feel like watching it all again, just rewind to the start and off you go!



▲ The replay option can be selected at any time!



JOHN MADDEN FOOTBALL '92



EAGLE EYES AND GRIPPING HANDS

Players in John Madden's can do pretty much anything which their real life counterparts are capable of. This ranges from faking the snap to diving for a touchdown or to make the ten yards, spinning to avoid tackles, powering out of tackles, punting the ball, jumping to catch the ball or even performing one of eight celebratory dances when a touchdown is scored!

COMMENT

John Madden's Football was probably the best Megadrive game ever, I say "was" because John Madden's '92 is even better! For a start, the difficulty level has been tweaked so the game provides something of a challenge.

Especially if you play a weak team against a stronger one. There are yet more options and a greater number of plays. As far as the

graphics go, the sprites are slightly smaller, but they're packed with loads of neat touches, such as the quarterback looking around before the snap, and some fab close-ups of the crowd and team celebrating. The sound has also been improved, with a much better crowd noise. To put it simply, John Madden's '92 is one of the best games to appear on any format recently.



RAD



B. INSTANT REPLAY

NEE-NAR NEE-NAR

With all the new plays, and, in particular, fouts, it's inevitable that someone is bound to get hurt. Luckily, an ambulance crew are on hand to save the day! When a player is injured, the ambulance tears onto the scene, sirens blazing and whisks the injured party off to hospital. After this, it's a simple matter of choosing a substitute from your lists of reserves and rejoining the game.



ON TODAY'S MENU

Choosing plays in John Madden is a cinch. The format is the same in either offense or defense. First, the player chooses the set, that is, the general style of play he wants to use like passing or wide blocking. Next, the formation is selected, which denotes how the team sets themselves out. Finally, the individual play is chosen, which dictates where the players move to after the snap. There are now 100 plays - all the old ones and some new ones in the form of run and shoot and 3-4 defence.



MEGADRIVE REVIEW



牛詩集

LEAGUE-ON OF DOOM

There are four ways to play John Madden's '92. There's Pre Season, a friendly game where the going is much easier than in Regular Season, a normal game in which the opposition are far more on their toes. Sudden Death is the breaker match where the first team to score wins the game, and Playoffs is a league set-up leading to the Superbowl!



COMMENT



The greatest ever Megadrive sports game has just got even better! Rather than completely rewrite the game, the programmers at Park Place have kept the basic elements that made John Madden's Football so brilliant, and just tweaked the gameplay and added some new features. Some people might be disappointed by this, but

JULIAN

personally I'm not - what's the point of fixing something that's not broken? So what's new? Well, there are twelve additional teams, the menu systems are better to look at, there are new presentation points (such as the digital crowd scene), much more stats information, instant replays and the chance to choose the weather conditions. But to really appreciate the difference between this and the original, you have to play it. The differences between each team are now far more pronounced (you've got some real crap artists in there), there are different plays, players can get injured and, if you play dirty, you can also get penalised for unsportsmanlike behaviour! More importantly if you're a single player, the computer opponent is a lot faster, tougher and more aggressive; he takes less time when choosing his move and also learns - try doing the same move more than twice! And there's a new two-player participation mode to go alongside the normal head-to-head option. The big question obviously is, is John Madden's '92 worth buying if you already own the original game? Well, if you still love playing it, but want more challenges and new features, definitely. But if you're not so sure, I'd recommend you give this a good go beforehand, just in case you think it's too similar. If you haven't already got an American football game, John Madden's Football '92 is utterly essential.

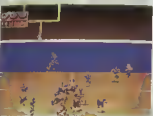
SHOCK PRICE NEWS

If you're still not sure whether you want to invest £40 in such a brilliant game, help is at hand. The original, which is still a skill game has plummeted to a mere thirty pence, so cheapo gamers can still get their mitts on a fab piece of software! But if you want the premium product, you pay the premium price.



RUN, SNOWY!

Those of you who loved the different weather conditions of the original will be doubly pleased to see some of the new options. First there's a choice of either a domed or open pitch. Open pitches are at the mercy of the elements, whereas domed ones are able to stave off the ravages of nature. Then there's pitch type: turf or grass. Grass has less traction, especially in snow, but doesn't get so muddy in the rain as turf. Finally, there's the weather itself: rain (causes mud and resulting loss of traction), windy (blows passes and aerial balls off course), fine (totally normal) and snow, which really messes up a game and leaves players sliding hopelessly out of control all over the place.



BY: EA

PRICE: £39.99

RELEASE DATE: TBA

GAME DIFFICULTY: EASY/MEDIUM

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 4

RESPONSIVENESS: INCREDIBLE



PRESENTATION 97%

More options than ever before and outstanding in-game presentation

GRAPHICS 95%

Fabulously detailed and animated sprites plus great parallax, cut scenes and stills

SOUND 94%

Brilliant crowd noise, music and realistic effects, as well as plenty of groovy speech

PLAYABILITY 96%

Even slicker and faster than before. Easy to get to grips with and immediately rewarding

LASTABILITY 94%

Mountains of teams to play with and against four different play modes, including playoffs and a challenging computer opponent

OVERALL 95%

Better than the original John Madden's Football in every department. What else can be said?



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Christmas coming,
The YOB is getting fat,
Please stick a letter
In his big, fat sack.

If you haven't got a
letter,
A funny p.c. will do.
If you haven't got a pic,
Then hey! ~~xxxx~~ you

Send your stuff to:
YOB'S "MY GRANDAD
HONESTLY DIDN'T
FART AT THE
CHRISTMAS TABLE
THIS YEAR" MAILBAG,
MEAN MAC - N.S.,
PRIDRY COURT, 30-32
FARRINGDON LANE,
LONDON, EC1R 3AU.

WHAT A WAY TO START THE DAY

Dear Mr YOB,
I would just like to say that Super
Famicons are rubbish, I would
rather have a ZX81 than a Super
Crummycom. I think your mag is
utter cnbble dibble and I would
rather read a copy of "Mash Potato
Sculptures Weekly".

I live in the "Spanner School for
the Mentally Mental" in Scunthorpe.

I have built a new console out
of leftover bits of bacon rind. It is
called the Mega-Biotobog.*

It has a palette of 195 crillion
colours. It has 9 zillion channel
stereo sound. It is 4096-bit and
you can buy it from me for 16p
Zippy the Pinhead, A mental
institution, Scunthorpe, S
Humberside

YOB: You've obviously already
had too much Christmas cheer.
When you've sobered up, I'm
sure you'll start feeling yourself
again. And when you do, make
sure you have some tissues, or
you might stain your trousers.

SONIC THE PANCAKE

Dear YOB,
I have committed an act of
manslaughter and now I am in fear
of the law. It occurred when I was
driving my sister's car. I was
cruising down a quiet lane, not far
from my home, when I heard a
squelching sound from under the
wheel. I stopped the car and got
out to see what I had run over, and
there he was, a blue creature,
squashed, deadly still. Then it
struck me, I had killed Sonic the
Hedgehog. I immediately panicked
as I knew how much this speedy,
spiky mammal meant to Sega.

How could I do this to such a
star. I'd bought Sonic the game for
my Megadrive and I was looking
forward to a sequel, but how could
Sega do this without their leading
character?

My mind was so cluttered with
thoughts I just didn't know what to
do. I dropped him into the boot of
the car. I wasn't going to let some
chip shop owner peel him off the
road and chop him up into meal
pies. Although he was dead I

MEAN YOB!



▲ A nice picture here, shame the artist didn't sign N. Doh!

wasn't going to let a character of such status be reduced to something served in a tray, with gravy and wrapped in newspaper so Sonic is now at the bottom of my freezer (under the garden peas).

I now fear that Sega will hear of this unfortunate tragedy and if that happens I will undoubtedly be sentenced to imprisonment by the high court.

I have told only you of this terrible incident and I can only hope that when Sega realises their spiny associate has disappeared, and is never to return, they will excuse Alex Kidd of assassinating the hedgehog out of jealousy due to Sonic's popularity, which Alex Kidd sadly lacks.

An innocent until proven guilty Megadrive owner, Loony bin for sad and hopeless cases with sorry delusions

YOB: Don't worry - there's plenty of potential for a Sonic the Penecke game. He'll be able to roll along at high speed and slide through really thin gaps. And maybe he could even flip himself over to brighten off the baddies.

TAKE IT EASY

Dear MEAN YOB,
Please explain this question to me, why is it and it makes me sick that Sega keep on making games that are so easy to complete. Take these Megadrive titles: Altered Beast, Sinder, Super Hang-On, Golden Axe and yes before you ask I have completed all of them. Even Sega's latest, OutRun is a darn easy muthe to complete.

YOB: I command you to enter the Sega head office with your gun and tell them to put a bit more challenge in their games, maybe by cutting a few credits off. I just hope if they release Chasa HQ on the Megadrive they don't make a cock up of it by making it too easy.

I hope you understand my order **YOB** now go forth and hoover their wars off.

Lee Whiting, Norwich, Norfolk
YOB: I know what you mean. We've been going on at Sega Europe for ages about challenge levels; they agree and have been passing our comments onto Japan. From what I've heard, I think that from next year we'll be seeing a marked difference in the difficulty levels of Megadrive games.



WEAKLY MISTAKES

Dear MEAN YOB,
You best put this letter in or I'll kick your ass (but I think you're solid end mecho). Anyway, I was reading this other mag called Games X (but we prefer MEAN MACHINES), it said that the Amiga end Megadrive are better than the Super Famicom. And it said that the Master System is better than the NES are these crap facts true? David Saitter and Ien and Colin Shaw, Warrington, Cheshire
YOB: What do you expect from a magazine written by people who can't write for people who can't read other than mindless tripe?

LOW

Dear YOB,
Hi.
Mr Potato Head, Potatoland
YOB: I

DON'T MENTION IT

Dear YOB,
I would just like to make a few points to those people who write in demanding the £150 prize, without putting anything worthwhile into

their letters. Can't they realize that the one true way to not get the £150 is to ask for it? I mean, this letter looks suspiciously like an attempt to bag the money for myself. If I said I wasn't expecting the £150, the reader would automatically assume I was, just because I said I wasn't! And so on. So for those who would like the prize winging their way, just leave out the number £150 entirely. Those who don't are just wasting space that could be filled by a decent, well argued letter.
Huw Baymen, Abergavenny, Gwent

YOB: It's true, if you mention £150 in your letter, you simply won't get the prize - even if your letter is argued with God-like genius. So even though Huw's letter was good, £150 worth of software won't be winging its way to Abergavenny.

WREXHAM IS SADLY CRAP

Dear YOB,
I wish to complain about you putting down the inhabitants of Wrexham. Okay it's small but definitely not boring. It's an okay town - nothing extra special. Here's its good points. Computer games at rip-off prices and WH Smiths and Computer Club. And bad points. Totally rubbish trainers shops where Dunlops are tops!

A... want Star Wars pic from M...

Anyway I still feel strongly about your remark you sour, bitter, small, smelly sad piece of turd! I will personally see that a hippy called Leigh Harding comes to your house and larts in your budgie's face end then looks it in a vault.
C Jones Wrexham

YOB: I've been to Wrexham. I have witnessed the seediness. You have a sad football team, a sad rugby team, a high street full of crappy, sad shops, and architecture and sad weather - It's always raining. Jez says Wrexham is alright. Mind you, he comes from Aberystwyth, and any place seems great by comparison!



A... Mario strikes back... Innes Rathoun from Scotland



CRASH!

Dear MEAN YOB,
I am a proud owner of a Megadrive and I have three games - Altered Beast, Sonic the Hedgehog and Strider. I was playing Sonic the other day when a strange and weird thing happened. I had just completed the first stage of the labyrinth zone and as I jumped over the finish post I accidentally pushed button C and down the screen said "illegal address 000000", and every time I pressed the reset button the place where the zeroes had been the number had gone up also the music carried on by a frame. Once the number had gone up to 200000 in multiples of 2000 none of the controls worked so I had to reset the game. Please, please could you tell me what it was.
Neil Oughton, Lancaster, Lancs
YOB: Basically, you found a flaw in the Sonic program; a bug as it's commonly known. It happens very, very rarely. What

occurs is that the program can't cope with a particular action happening under particular circumstances at a particular time, and it all screws up. Oon't worry, the chances of it happening again are minimal - even if you try to do it deliberately.

DUTCH TREAT

Gagrot dear Merencoukar
My name is Boer Harms but friends call me Wilco. Right now, I'm sitting in my windmill staring out of the window, looking at the avar-grass-eating cows. Being a farmer in the country which unfortunately lies next to Germany may sound graet but at the moment I feel like being kicked by a couple of wooden shoes wearing Manchester hoodligns. What's up, you're saying? Well, while riding my bike to get some Edammer cheese at the nearest Tic Tac Toe shop (only Dutch readers will get that oh-so-funny



▲ YOB versus Oon! as drawn by Wing Yo Hoi

joke) I saw a weird mag laying next to the bike. I took it home and although I found it hard to understand, I was really happy after seeing an advertisement concerning the Megadrive. So I cruelly kicked my wife (now don't say I'm rude, it's a tradition here!) and lots of money fell out of her oversized bra. Well, collecting the coins made me quite rich so I sent an order by milk bottle and received a Megadrive. But, to be honest, this I can't really enjoy the flippin' thing! I hooked up the system as shown in the manual but had no idea where to plug the "adaptor" into. And even if I had, I still think you British are so unfair. I'd almost cry and say something unfriendly like "rotten-cheese", "stupid-dyke" or "crap-windmill"! In your mag you show brilliant screen shots but in real life the screen is just as big as half a peanut, it's red, round and attached to the machine. I think you might call it your "power-light" but only God knows what that word

means. Hellup! Do you know where to stick the adaptor and why? What's the meaning of those weird-shaped holes at the back (if-out, av-but)? And what the hell is a television? They say the gameboy is much smaller? To get our dearest YOB, who changed his name 'cos he's ashamed of being a gay, into a I-will-try-to-answer-smart-questions-for-once mood I hereby send you some fine Dutch cheese. Like it? Wilco van Basten, Almere, Holland
YOB: I'll give you something if you try and out-Dutch me again, you stupid Edam-for-brains. And learn to speak English before you write again.

A RGH! OCK

Dear MEAN "farty pants" YOB,
Why are you a twit?
Ricky Dhanda, Southampton, Hamps
YOB: I hope you don't choke to death on the 5p piece in your Christmas pud. I'd be really upset. Honest,



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MEAN YOB!



OH NO, NOT ANOTHER WREXHAMITE

Dear YOB,
You got flustered git. I draw your attention to a letter printed in issue 13, where you stated that a lad who was so crap that he was gifted with the talent of a baboon's fart being pushed round Marks and Spencers in WREXHAM on a Wednesday afternoon. Point one, Wednesday is half day in Wrexham you crippled spaz, so you couldn't push anyone around Marks and Spencers on a Wednesday afternoon. At this point I will tell you that you have the humour of a fart in a wet-suit and about as popular as Dol Cotton's underwear in the high street. Point two, it sounds as if you were taking the mick, you nasty men. So apologise by making my letter the star letter and sending me the money. Or I will come round personally and chop

MEAN MACHINES 39

LESS TALENT THAN AN AVERAGE FART

Dear YOB, you pooft!
Here is a rep for you to try.

Yo! YOB in the big green suit
You better give me all your loot
Because if you don't give me all
your cash
I'll come round to your house
and your
Head I'll mash!

Hope you like the rap you
skinny little toad.
Flab Head the Martian, Bolton
YOB: I hope Santa brings you
exactly what you deserve for
Christmas. A sackful of
steaming turd.

DELUDED MAMMARY HEAD

Dear YOB,
I'm the mean Jon and I remember
your face from the elite space
training academy. I was the one
dressed in the blue bottle suit the
same kind as you. I remember you
as one of the meanest, toughest
soldiers even when you were a
rookie. You were a bit of a sod but
nobody would say ill to you face to
face. I bet you're thinking you want
to kill me but you can't. You don't
know my address but I know yours
so there and you better print this
letter or I'll blow you into
emithereene with my new 100 watt
ultra phased plasma rifle.
*Sergeant Major Jon, Portslade,
Sussex*
YOB: Sergeant Major Raterd,
don't you mean?

PESSIMIST OF THE YEAR

Dear MEAN YOB,
With the increasing amount of
software support for the
Megadrive, it is becoming more
and more frustrating to see the
overall standard decrease.

Sega obviously aren't
concerned about the quality of the
software, nor the playability, or
games like Last Battle would never
be released.

Problems will begin when the
Super Famicom is released next
year. Every single Super Famicom
import receives ecstatic reviews,
and in the conflict that will ensue
between the Megadrive and the
Famicom the one with the best
software will be the winner.

Sega software comes off
second in all departments at
present, and I'm not talking about
graphics or sound, that's not
important (as Super Mario 3
proves). Playability is what counts.

Sonic the Hedgehog v Mario
Bros
Streets of Rage v Final Fight
Thunderforce 3 v UN Squadron

Need any more examples of the
second rate software being
released? I thought not. Megadrive
games are good, but Famicom
games are better.

Sega pull your socks up, before
Nintendo pull your trousers down.
*Anthony Stevens,
Southend-on-Sea, Essex*
YOB: I think you're being very
negative. What you forget is that
when the Super NES is officially
released, the first lot of official
software will be games like
F-Zero, Pilotwings, Mario 4 and
Super R-Type - which will all be
between a year and 18 months
old by that time! During this
year Megadrive software will
just get better and better - look
at what's happening now with
games like John Madden's Q2,
F-22, Robocod, Road Rash,
Gynoug and Ice Hockey! By the
time the Super NES is released
there'll be truly amazing
Megadrive stuff which can
compete with the best Super
Famicom stuff, including Super
Kick Off, Streetfighter II and the
biggest and best thing yet - the
CD-ROM! Don't be so
pessimistic.

◀ Christopher Halverson-Fry
and Spencer Lea drew this.



MOONSTONE

A HARD DAYS KNIGHT

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POSTER
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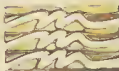
Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, the product is voluntarily rated 12. Parental Guidance is recommended for younger players. However, this is not a legal requirement.

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MINDSCAPE

Q+A



They might have tinsel wrapped around them, and they might be hung with jingle bells, but they're still Jazza's most magnificent special answering trousers and they're still capable of boosting his question-answering abilities to near God-like status. If you've got questions that need answering, write to: I'VE GOT A VERITABLE MANDELBROT SET OF QUESTIONS FOR JAZZA, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGOON LANE, LONDON, EC1R 3AU.

...POOR SANTA

Dear Jazza,
I have some tremendously exciting questions to ask you about the Super Famicom:—
1. When should I do it my Super Famicom Joypad buttons are sticky and do not come up when you squeeze them? Can I use anything to free the buttons?
2. Are these games coming out for the Famicom NARC, Streetfighter II, Carrier Aiming and the Turtles coin-op conversion?
3. When will the CD-ROM unit be coming out for the Famicom and will Mario 5 be on it?
4. Are SCART Famicom better (and more reliable) than PAL Famicoms?
Thank you, I must go now
Richard Bishop, Epping Essex
JAZ: 1. Ugh! What have you been doing over your joypad to get it all sticky and horrible? My advice is to carefully take it apart, clean all the smeg out and put it back together again. If it still doesn't work, buy a new one. 2. No. 3. Next year some time, end maybe. 4. Yes.

RUDOLPH THE RED KNOWS RAIN, DEAR

Dear Jaz,
I'm soon to be the owner of a Game Gear and would be grateful if you could answer the following questions:—
1. Will any good best 'em ups be out for the Game Gear this year?
2. What does the TV adaptor do and is it worth getting?
3. Will you review Game Gear games in your magazine please?
4. Will Japanese/USA games work on UK machines?
5. Why are Japanese/USA

SANTA COMES BUT ONCE A YEAR...

Dear Jaz,
In issue 3 you said that a Megadrive version of Aliens was in the pipeline and you also said that it would be out this year. When will it be out, I'm desperate because it's gone out of the local arcade. I need it to, to survive, I'll die for it!
Colum Kennedy, Eire
JAZ: Plans have changed since then, old chum, and instead we're going to see a game based on the forthcoming Aliens 3 film, not on the coin-op. We'll be doing a big feature about the game early in the New Year, so put your suicidal tendencies on ice until then.

games cheaper than UK games?
6. Can you please review a new game on the market called Shinobi?
Austin Patterson, East Boldon, Tyne & Wear
JAZ: 1. GG Shinobi is great and it's already out. 2. It turns your Game Gear into a mini TV, I don't know the price yet, so I can't tell you whether or not it's good value for money. The other thing is I don't know whether or not you'd need a TV licence for it. It you do it'd be a major bummer. 3. We do occasionally. 4. Yep. 5. Ask Sega, not me. 6. We reviewed Shinobi earlier this year.

FROSTY THE SNOWMAN...

Dear Jaz
Normally your Q+A page is full of informative questions and replies. However, these get a bit boring after a while so I am going to live

up these few pages
1. What would happen if I threw my Megadrive out of the window and ran around my room screaming?
2. How many cartridges can you fit up your rectum (my record is 59 but then again I am a sad man)?
3. When will my crap questions stop?
That's it. Please answer the questions or I'll end up with a very sore rectum
Mark Richardson, Benwell, Newcastle upon Tyne
JAZ: 1. The men in white coats would come along and take you away. 2. I've never tried, you sad men. 3. Right now.

...BOTH JOLLY NICE PUBS

Dear Ace Jazza,
I am a proud Nintendo NES owner and I am getting WWF Wrestling Challenge for Christmas (hopefully) I got really

excited and couldn't wait until I saw the Power Glove. I thought and thought which one I should have. Which one would you have? *Colin Holmes, Weston Coyney, Stoke on Trent*

JAZ: As I've said before, the Power Glove is a really neat idea, but there are only a few games available for it, and Mettel aren't making any more. So therefore it isn't worth getting.

HARK! THE HERALD ANGELS SING...

Dear Jaz

↑ When will Teenage Mutant Ninja Turtles coin-op be out on the Sega Master System?

2. When will the Simpsons coin-op be out on the Master System?

3. When will Sonic the Hedgehog be out on the Sega Master System? 'cos I am bored with the same boring games for the Sega Master System. If none of these games come out I'll be sad.

Ben Dodson, St Neots, Cambs
JAZ: 1. The 12th of Never. 2. Two days after Turtlan. 3. It's out. It's about. So grab one with your snout.

COME ALL YE FAITHFUL...

Dear Jezza matic,

I have just bought a Sega Game Gear and I would like to ask you a few questions

1. Can you run Japanese carts on an English Game Gear?

2. Is it worth me buying a Master Gear converter?

3. What is Golden Axe like on the Game Gear?

4. Will Final Fight come out on the Game Gear?
David Hughes, Tewkesbury Gloucestershire

JAZ: 1. Yes, yes, a million times yes. 2. Yes, if you've got loads of Master System games. 3. Dunno - nobody's seen it yet. 4. No way Jose (and that's pronounced ho-say, no jo-see).

...HAS HE GOT SNOWBALLS?

Dear Jaz

I am the proud owner of a Sega

Megadrive but I have a few questions which nobody can answer for me (except you I hope!)

1. When will the CD ROM be out to buy in the UK at the earliest?

2. How much will it be?

3. Will it make the Megadrive as good as or better than the Amiga and Super Famicom?

4. Will it be able to handle games like Dragon's Lair (graphically and sonically)?

5. And finally, can it play normal music CDs?

Trevor, Romford, Essex

JAZ: 1. Around September - but maybe earlier if Sega change their minds. Kaap reading the meg for more info. 2. About £299.00. 3. Much, much better than both. 4. Yep. 5. Yesssraabob.

WHITE CHRISTMAS...

Dear Jaz

I own a C64 and I should be getting a Master System II for Christmas, but I am a bit confused about a few things

1. Do all the Master System games work on this machine?

2. Are Revenge of Shinobi and Shadow Dancer available for it?

3. I am buying my Master System II from Irem. Will this shop supply me with everything to immediately set it up to my telly?

4. Is the Master System a future looking good?

Shaky Jack, Paisley

JAZ: 1. Yes. 2. Revenge isn't, but Shadow Dancer is and will be out in January. 3. Yes - everything you need is already in the box. 4. Yes.

be out in January. 3. Yes - everything you need is already in the box. 4. Yes.

OR BLUE CHRISTMAS

Dear Jaz

Is there a game on any console which is so crap that it has got under ten percent

Matthew Copley, 'Pudsey' Yorks

JAZ: There are a couple of Atari VCS games that are so utterly horrible crap they'd be lucky to escape into double figures - ET and Indiana Jones are two that spring to mind. In fact, both were so extremely crap and sold



THE HOLLY AND THE IVY...

Dearest Jazza,
I am thinking about getting a Super Famicom and would like some questions answered

1. Is the Super Famicom (SNES) compatible with the 8-bit NES games?

2. If so, does that mean that the imported Famicom is only compatible with Japanese NES games?

3. Are any of these games being released for the Famicom - Pitfighter, Mercs, Streetfighter 2, Chase HQ or Chase HQ 2, Aliens.

I would be eternally grateful to you if you could clear up a small problem. The problem is that some pret in Dixons told my parents that cartridge-based games (especially Nintendo games) automatically erased themselves once the game is completed. I told my parents that this was not true and the woman was just trying to sell them an Amstrad GX4000, but parents always know best, don't they? Could you prove them wrong?

B Reddie, Somewhere in Scotland
JAZ: 1+2. No. 3. Yes, no, no, no, no. Dear Reddie parents, the person in Dixons was talking an absolute heap of rubbish. Do videos erase themselves when you've watched them? Do CDs or records? Of course they don't, and neither do cartridge games.



so badly that Atari buried thousands in the Nevada desert. I can't think of any Mester System, NES, Megadrive or Super Famicom games that would be merked so low.

WHILE SHEPHERDS WASH THEIR SOCKS

Dear lovely Jazza,

Now I've been nice to you and called you 'lovely', please answer these questions because I can't get a Super Famicom until you do. Here they are:

1. Where would you say that I could get a SCART TV, one that you can watch telly on and play games?

2. Once I've got a SCART TV and a Famicom, what leads do I need?

3. Will UK Famicom games (when they're released) be compatible with a Japanese machine?

4. My dad says that if you plug a SCART TV into UK mains it blows up. Is this true?

5. It is, what should I do about it?

Simon Field, Eastleigh, Hants
JAZ: 1. Dixens, Currye, Rumbalewa... any shop that sells TV sets - ask a salesman

for one with a SCART or EUROCONNECTOR socket. 2. You should get everything you need with the Super Famicom. 3. I doubt it. 4. No it's not. What a silly thing to say...

... 'COS YOU'VE WORKED SO RUDDY HARD

Dear Jaz,

I am a proud owner of a Megadrive, and so is my friends, so it would make my day if you will please answer our questions.

1. Has the GX4000 got the same amount of colours as the Megadrive and is it better than the Megadrive?

2. If you put the CD-ROM and the Megadrive in one how many colours will it have?

3. When will R-Type come out on the Megadrive?

4. Does the Megadrive have better graphics than the Amiga 500?

5. Is it true that there is a 32-bit hand-held coming out?

Christopher Farrell, Middlesbrough, Cleveland

JAZ: 1. Of course it isn't, you steamroller it. 2. The same. 3. Never. 4. Theoretically no, but generally yes. 5. Yes, in November 1998

JINGLE BELLS, GARY SMELLS

Dear Jazza,

I own a Gameboy and think it's quite good. But I will soon be getting a Sega Megadrive. Now I'm over with the boring bit please could you answer the following questions;

1. What is the best bet 'em up game for the Megadrive?

2. Will Nintendo ever bring out budget games for the Gameboy?

3. What would you say are the best games for the Megadrive and Gameboy?

4. Why have you got a tummy name?

5. Is MEAN MACHINES the best mag around or am I a baboon?

Tom Robinson, Fareham, Hampshire

JAZ: 1. Streets of Rage. 2. No. 3. John Madden's Football '92 on

the Megadrive and Tetris. 4. Why have you got a monkey? 5. MEAN MACHINES is the best mag around AND you're a baboon.

GREATEST TEAM

Dear Jaz,

Please will you answer these questions;

1. A few issues ago in CVG, it said there was an Iron Maiden game coming out. Is this true and when will it be out?

2. Will it be out on the Megadrive?

Brian Waldo, Blackpool, Lancs
JAZ: Up until very recently, several companies were looking into the concept of an Iron Maiden game, but unfortunately nobody actually signed a deal with the band, so there won't be one.

GOD REST YE MERRY GENTLEMEN...

Dear Jazza,

I am soon to be the proud owner of a Super Famicom and hope that you (and of course your super overworked, underpaid answering trousers) can help me with the following questions:

1. Are the newly released American SNES carts compatible with my Super Famicom?

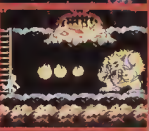
2. If not, is there anywhere that I can take my Super Famicom to be converted to play the Super NES games?

3. Which five games would you recommend me to buy for my Famicom?

4. Back in issue 9 of Mean Machines I read about the release of PGA Tour Golf, Lakers v Celtics and John Madden's Football for the SNES and wondered when they are available on import (if the answer to 1 or 2 is yes)?

Ian Simons, Bristol

JAZ: 1. Yes, if you tilt a bit of plastic away, they can be plugged into a Japanese NES. 2. Converters are available from most importers. If you're not quite sure about doing the job yourself. 3. Mario V, Pitfalling, Final Fight, Super Ghouls 'n' Ghosts, UN Squadron and Castlevania IV. 4. Around the middle of next year.



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MORE FUN

POLYMER

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ISSUES
GAMEBLUES
MAG
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ACTION REPLAY CARTRIDGE
YOU CAN NOW PLAY YOUR FAVOURITE
GAMES TO DESTRUCTION!**

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 ... power, extra fuel/ammo. Become invincible.
 with the Action Replay Cartridge for the 16 bit game
 ... from SEGA ENTERPRISES Ltd.
 ... ery simple to use ... enter the parameter code
 ... the game that you are playing and that's it. Now you
 ... y game ... is ... didn't even know existed.
 ... er ... rtridge featuring 16,000
 ... ally de ... d to allow us
 ... efully 're-program' their ga ... rtridge ...
 ... ay their favourite games to d ... ction!

- Full instruction manual gives you the game code for most of the latest games plus many of the classic favourites. We give you simple easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite games.
- With its advanced ASIC hardware does the Action Replay cartridge can now open new games as they appear on the shelves.
 - Programs are published in monthly issues of GAMEBUSTE magazine.
 - No user knowledge is required at all you can play the game you already know how to play. Action Replay: All Input via the Joystick/pad. It couldn't be simpler.
 - Also works as an adaptor for Japanese type cartridges (an adaptor alone would cost up to £20!)



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SEGA

CHOPLIFTER

Dick Christian from somewhere in the region of Cromer near Lowestoft sent in a veritable mound of Master System cheats - old and new, some of which are printed here. For this ageing, but still pretty fabby game, press UP, DOWN, LEFT, and RIGHT on the title screen. If all goes well, you should enter the select screen. However, repeat the joyed exercise and a level select magically appears - cori!

POWERSTRIKE

Yet more Dick Christian melerkey, this time for the elderly vertically scrolling shoot 'em up. Dick reckons that for ten lives you should follow these instructions to the letter. On the title screen, press DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, BUTTON 1, BUTTON 1

SPIDER-MAN

Two of the end-of-level bosses hide the keys Spidey needs to disarm the bomb. The Lizard's key is found just by walking to the far right of the playing area and falling down the trap laid by Lizard. The next level is marginally more difficult. Electro has his key guarded by a number of electrical generators. The solution here is to travel up through the generator poles rather

than web-slinging around them. The pattern for the bursts of electricity remains the same with each generator, thus making it possible to guess when it's possible to spin the next web upwards. For Sandman, just stay near one of the fire hydrants and wait for him to approach. Punch the hydrant and Sandman's washed away, leaving just his key behind!

Yo! Festive greetings to the mega Christmas tips section - packed to the brim with yummy cheats, tips, and maps for a multitude of games! Cor! Look out for a super Megadrive Spidey tips guide, as well as a cool Starlight lowdown! Sega Master System owners aren't left out either, 'cos there's a great Heroes of the Lance maps extravaganza! If you've got anything to add, send it in to MEAN MACHINES TIPS, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU! Remember, there's a £150 software prize for the best tips o' the month - so get scribbling!

MEGADRIVE

Here's a tip for that sad beat 'em up cum exploration game, Onslaught. Type in all zeros at the password option and you are automatically given nearly every square on the map except the mountainous terrain. To get these, defeat the guardians in the temples, keep pressing right and firing and they shouldn't pose too much of a problem. Roy Wallace sent that in tip, and he hails from Craigard in County Down.

ONSLAUGHT

DECAPATTACK

Joining in with the festive spirit of giving, the lad Radion Automatic has seen fit to fill you in with all you need to know about the items and potions in Decapattack - what a star!

RED POTION: 10 second wave smart bomb. Don't use this when you're jumping around on platforms as it will make it more difficult to judge your landings correctly.

BLUE POTION: 10 second shield bubble. This still won't protect you if you drop into a pit of lava.

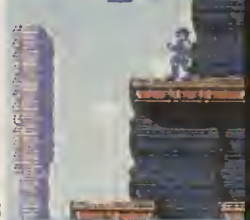
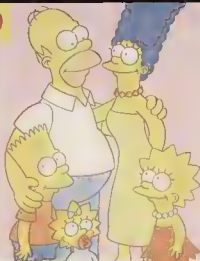
YELLOW POTION: Onnking this endows you with the power to fire one ball of energy. This is also effective against boss guardians, so they're best saved until the end of the level.

TEST TUBES: These improve your speed and jumping ability, but only slightly.

NINTENDO

THE SIMPSONS

Here's what must rank as quite a fascinating tip for one of Gary's fave Nintendo games. Who sent it in remains a mystery, but whoever you are - thanks! On the third level, enter the first building and walk to the first platform under the air pipes - just wait until cars start shooting at you! For every fifteen coins you collect you are awarded an extra life. Yikes! Also, to access the sound test, shoot a rocket at the E in the Kwik E Mart sign (this sound test cheat comes from Spencer Ohm from Dudley in the West Midlands)



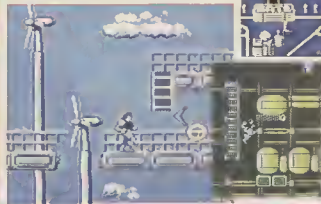
POWER BLADE

A veritable festive bonanza here for Nintendo owners - some mege passwords for this graphically retarded but still pretty brill platform game. So, if you're a bit of a spaz at the game, try these out!

LEVEL TWO: B2712209

LEVEL THREE: G3784JD2

LEVEL FOUR: 6843DI2F



KICKLE CUBICLE

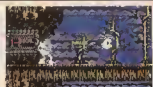
To access the special secret harder levels on Kickle Cubicle, push DOWN on controller one before turning the power on. Keep it held down and turn your NES on. The screen should go white. Now press SELECT, and there you are - a far more difficult game!



ORANGE FLASK: Supposedly improves the range and power of your head butts, but the actual effect is minimal!

THE SPECIAL ITEM

To reach the special item needed to complete the first level, just drop straight down and run right. Smash the statue and the abdomen-like special item is yours



SHINTEN MYOOH

Here's an interesting tip for this completely and utterly rubbish "shoot 'em up". It's pretty simple, really. To get infinite lives, die at exactly the same time as the end-of-level guardian. Thanks to Captain Nemo from 20,000 Leagues Under The Sea (???). For that bizarre tip.



Here is a simple way of defeating the dinosaurs, as sent in by Gordon Stewart from Erskine! Select the jewel and drop a diamond in front of the dinosaur. The dinosaur stops at the jewel and is therefore unable to attack you. Whack him in the chops about seven times with your spade and bingo! Extinction!



TIPS

CHESS MASTER

When casting, press the A button two or three times, then wait two or three seconds for the voice to say "capture" (not "castle"). After this, press the B button and then the select button. The king should now have turned into a rook, thus making it impossible for the computer to beat you. That tip comes to us courtesy of Russell Shennon from France.



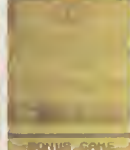
PARODIUS

Dudley Hall from Urmston in Manchester has provided us with a cunning code to fully power-up your Parodius craft. Pretty groovy, huh? Well, just push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A anywhere in the game and loads of weapons are yours! Yikes!



KING OF THE ZOO

A pretty ancient game, but since it's Christmas, here's a cunning tip sent in by Gregory Fleming from Morden in Surrey. To choose your level, press LEFT and B simultaneously, then A and UP or DOWN to choose your starting level. This should be done after selecting your player.



GAME GEAR

CHASE HQ

The very mysterious sounding T Kellor from Erith in Kent sent in this bizarre tip for the not-bed conversion of the Taito arcade classic. The oil barrels on round two give you an extra continue if you keep bashing into them. And, um, that's it really!



THE HUNT FOR RED OCTOBER



"Hey! I've got an amazing tip for one hard game," writes someone whose name and address I've lost - doh! "Simply press LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT and START to choose any level!"

RASTAN

Oo-er! Rastan on the Game Gear is a pretty sad effort by all accounts, but if for some strange reason you feel the compulsion to be able to continue on this game hold down UP and START at the end, and a continue shall be yours. Once again, thanks to T Kennor from Erith in Kent.



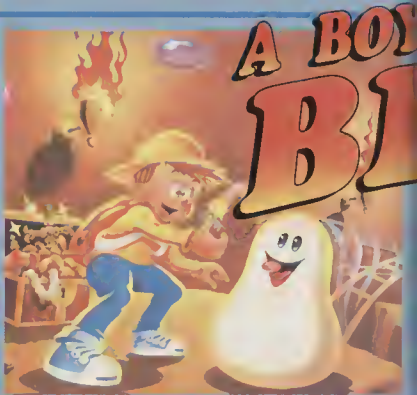
TIPS

Mertin Phenix from Surrey came up with some brilliant Soletice maps the other month... and now he's come up trumps with everything you want to know about David Crane's A Boy And His Blob! So, hats off to the boy Phenix! Enjoy!

EARTH

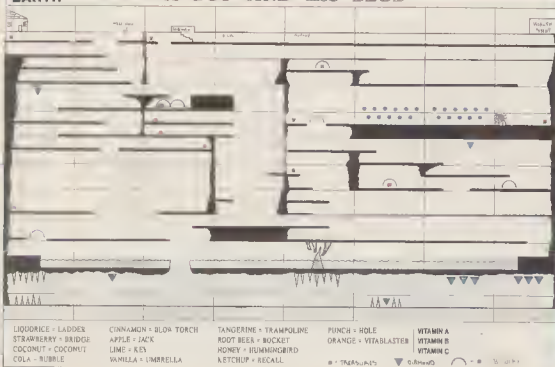
Check out these tips to help you get through the EARTH section of A Boy And His Blob

1. Use the tangerine jellybean to get the diamonds high up on some of the screens
2. Use cinnamon jellybeans to get rid of the cobwebs
3. Use cola jellybeans to get through the falling rocks
4. Apple beans can be used to pop up the manhole covers but only after you've collected all the treasures

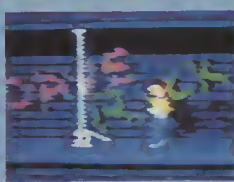


EARTH

A BOY AND HIS BLOB



牛寺集



START

LIQUORICE • LADDER
STRAWBERRY • BRIDGE
COCONUT • COCONUT
COLA • BUBBLE

CINNAMON • BLOW TORCH
APPLE • JACK
LIME • KEY
VANILLA • UMBRELLA

TANGERINE • TRAMPOLINE
ROOT BEAR • ROCKET
HONEY • HUMMINGBIRD
KETCHUP • RECALL

PUNCH • HOLE
ORANGE • VITABLASTER

VITAMIN A
VITAMIN B
VITAMIN C

FINISH

• PETER PANTS
• TOFFEE
• MARSH MALLOW
• JARLEY PANTS
• CLOTH • RYAN



Here's a massive Christmas tips extravaganza on one of the best Megadrive platform games of the year - Spider-Man! So, if you're having some problems with those super villains, take a good long look at this!

FACT 1

WEB-SHIELD ACTION

Just about every enemy sprite in the game is a piece of cake owing to Spidey's super strength. Use flying kicks instead of punches. DON'T use webbing at all. If you're in a really sticky situation, use a web shield instead of webbing up your prey.



FACT 2

PHOTOS FOR CASH

Make sure that you conserve as much webbing as possible. Although taking snaps adds to your webbing level, during the levels your supply gradually decreases - and dries up just when you need it. Remember, you'll need at least three, preferably five webbing cartridges for your battle against Hobgoblin and Venom!



FACT 3

ASSASSINS OF DOOM

Every end-of-level super-villain should be snapped for cash, along with the following hazards Spidey comes across. Snap the Forklift truck, the jumping lizards, the alligator, the lightning creatures, J Jonah Jameson and the Brutal Biker for max cash!



The Amazing SPIDER-MAN

DOCTOR OCTOPUS

REAL NAME: Doctor Otto Octavius
LOCATION: Waterside warehouses
POWERS: A radioactive explosion melded Octavius' high-power mechanical arms to his torso. These arms cause problems for Spidey, even when he's at full-power.
WEAKNESS: Doc Ock is defeated simply by spinning a web shield, thus absorbing the hits from the powerful tentacles. Only a few flying kicks are needed to defeat the scheming menace!



THE LIZARD

REAL NAME: Doctor Curtis Connors
LOCATION: The sewers
POWERS: The Lizard has the proportionate strength, speed and agility of a lizard, and as such, is a dangerous foe. Watch out for the powerful swishing of his tail!
WEAKNESS: He has the strength of a lizard - and the pea-sized brain to match! Simply crouch down, and Lizard follows suit. Stand up and he'll rush you, during which time you should crouch down and fire a web, hurting the Lizard as well as stopping him in his tracks. Repeat this four more times and the Lizard is history!



**SPIDER-MAN!
 SPIDER-MAN!
 DOES WHATEVER
 A SPIDER CAN!**

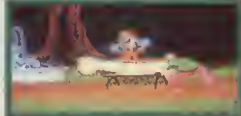
VENOM



ELECTRO

REAL NAME: Maxwell Dillon**LOCATION:** The Power Station**POWERS:** Electro has the ability to channel raw electricity through his body, and fire off bolts of power towards any target. Electrifying anything metallic is also another talent, along with flying on a ped of pure electricity!**WEAKNESS:** Clamber atop the highest girder possible. Crouch down and fire off some webbing in anticipation of Electro's arrival. He blunders straight into the web trap and falls down. Now just keep repeating this process.

SANDMAN

REAL NAME: William Baka**LOCATION:** Central Park**POWERS:** A freak radioactive sand storm created Sandman - a man with the strange ability to turn his body into sand! He can also compact his mass into massive stone-like fists - very painful indeed.**WEAKNESS:** Spin a web shield and try to position Sandman in front of the fire hydrant. Now kick the hydrant and watch as the rush of water disperses the sand-like one.**REAL NAME:** Eddie Brock**LOCATION:** The higher the difficulty level, the more pieces he pops up!**POWERS:** Owing to his black alien spider costume (formerly worn by Peter Parker), Venom has all the well-crawling, web-slinging abilities of Spider-Man, along with more raw muscle power! However, his muscular bulk makes him far less agile than Spidey.**WEAKNESS:** Venom's chosen attack pattern is very simple. Just duck down and crawl out the way of Venom's power leaps, and spin some webbing in his general direction. A very easy opponent.

TIPS

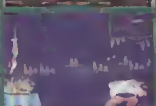


HOBGOBLIN

REAL NAME: Unknown**LOCATION:** Downtown Manhattan**POWERS:** Armed with an unlimited supply of pumpkin stun bombs, Hobgoblin is bad news. His super strength is almost equal to Spidey's, and his Goblin Glider is super-manoauvorable.**WEAKNESS:** Hobgoblin may be powerful, but even his strength cannot cope with a vicious Spidey flying kick. Use web shields to deflect the power of the stun bombs and just concentrate on kicking the hell out of the Hobgoblin!

SPINS A WEB!
ANY SIZE!
CATCHES THIEVES
JUST LIKE FLIES!

THE KINGPIN OF CRIME

REAL NAME: Wilson Fisk**LOCATION:** His underground bunker**POWERS:** His massive bulk boasts some truly exceptional raw muscle power, although his strength isn't up to superhuman standards.**WEAKNESS:** Kingpin's massive flob means that just about any normal Spidey punch or kick just isn't good enough. Instead, Spidey's flying kicks must be concentrated at the Kingpin's head. Use web shields to cushion his powerful blows. This is the most difficult foe to defeat - end make sure you keep wabbing the machinery that's lowering Spidey's wife into the blazing Incinerator!



TIPS

SUPER

Super Tennis is the greatest sports sim devised on the Famicom. Based on the PC Engine game, Final Match Tennis, It offers playability second to none! These tips point out the strengths and weaknesses of the players in Super Tennis. For example, "FOREHAND A" means that the indicated player is exceptionally good at that shot, whilst "DIVE E" means that the player is completely rubbish at dive shots. So, armed with these tips you should be unstoppable!



LENDUO

FOREHAND STROKE	A
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	C
SERVICE	D
VOLLEY	B
LOB	D
DIVE	A

OBEKKA

FOREHAND STROKE	A
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	A
VOLLEY	A
LOB	A
DIVE	B

EDOBOU

FOREHAND STROKE	C
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	A
VOLLEY	C
LOB	B
DIVE	C

MATSU

FOREHAND STROKE	B
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	B
SERVICE	C
VOLLEY	D
LOB	E
DIVE	A

VICHIE

FOREHAND STROKE	B
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	C
FOOTWORK UP-DOWN	C
SERVICE	B
VOLLEY	A
LOB	D
DIVE	B

CHIYAN

FOREHAND STROKE	C
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	B
SERVICE	E
VOLLEY	D
LOB	E
DIVE	A

SAMPLE

FOREHAND STROKE	C
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	B
FOOTWORK UP-DOWN	B
SERVICE	B
VOLLEY	A
LOB	D
DIVE	D

MACKUN

FOREHAND STROKE	B
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	D
FOOTWORK UP-DOWN	A
SERVICE	A
VOLLEY	D
LOB	A
DIVE	D



TENNIS

SELESE

FOREHAND STROKE	A
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	C
VOLLEY	B
LOB	D
DIVE	A

GURAFE

FOREHAND STROKE	A
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	C
VOLLEY	A
LOB	C
DIVE	B

CAPRIA

FOREHAND STROKE	B
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	B
FOOTWORK UP-DOWN	C
SERVICE	D
VOLLEY	B
LOB	B
DIVE	B

SANCHIA

FOREHAND STROKE	B
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	C
FOOTWORK UP-DOWN	C
SERVICE	E
VOLLEY	B
LOB	D
DIVE	B

NABURI

FOREHAND STROKE	B
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	B
FOOTWORK UP-DOWN	B
SERVICE	A
VOLLEY	A
LOB	A
DIVE	B

SABA

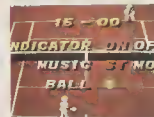
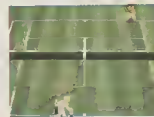
FOREHAND STROKE	B
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	B
FOOTWORK UP-DOWN	B
SERVICE	B
VOLLEY	C
LOB	D
DIVE	A

MALEVA

FOREHAND STROKE	C
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	C
VOLLEY	C
LOB	D
DIVE	C

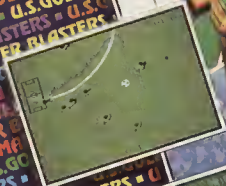
GARIZO

FOREHAND STROKE	B
BACKHAND STROKE	B
FOOTWORK LEFT-RIGHT	C
FOOTWORK UP-DOWN	C
SERVICE	D
VOLLEY	B
LOB	D
DIVE	C



SEGA
Master System

KICK
OFF



GOLD MASTER



**ARMED
ACTION
GAME**



**BEST PLATFORM
GAME (Complete
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STAR

FIRST THINGS FIRST

The first things to buy are some extra cargo pods. The only way to make money is to mine, and you need adequate storage space. An adequately equipped Terrain Vehicle is also essential - even at the early stages of the game. Buy ice runners, pontoons, extra cargo space and turbo chargers. Leave Starbase and proceed to the first planet of your solar system. Mine this for all your worth and return to base, spending your new-found cash on better engines, more cargo space and more Endurium. Save for a new mineral scanner. Once you've got this, the full mining potential of any planet is yours! Don't bother buying heavy armour, a radar or a wide angle stunner - these items are pretty pointless really.



TITANIUM IS USEFUL!

When repairing your ship in deep space, your engineer usually needs some form of raw material (which usually turns out to be titanium). Find out which systems require which material for effective repair and stock about five tons of the stuff in your hold. Repairing your own systems saves a fat pile o' cash in repair costs that would otherwise be demanded by the greedy Starbase engineers!



IS THAT AN ARTIFACT?

The most powerful ship derives a lot of its power from the special artifacts found around the cosmos. Here's a list of just about every powerful artifact in the game, along with what it does. Obviously, you'll want to know where to find them. Just read the captain's log in the manual and you're away! By the way, sell the Dodecahedron as soon as possible - it disables your weapons!

HYPERCUBE: Shows nearby encounters on star map.

RING DEVICE: Places flux locations on star map.

FLAT DEVICE: Teleports the TV back to the ship when its fuel runs out.

WHINING DRB: Makes the Spemlin race very friendly!

TESSERAFT: Increases the ship's overall efficiency.

RED CYLINDER: Locates artifacts on planet's surface.

RDD DEVICE: Boosts the power of all offense systems.

THE MOST VALUABLE ARTIFACTS!

Two very valuable artifacts are to be found in Uhlek space. Collecting these makes completing the game a lot easier.

Unfortunately, the Uhleks don't make it easy to you and confront you in space. Just out run them and carry on towards your destination. Try checking out these co-ordinates. First of all, check out planetary system 18,50, planet five, surface location 15N x 44W. The second artifact rests at system 112,200, planet three, surface locations 59N x 64W. Unlike just about every other artifact in the game, these co-ordinates are not listed in the captain's log supplied with this game.

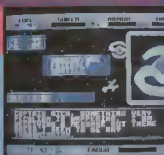


FLIGHT



LOGGING PLANETS

Logging planets may seem like a decent way of earning cash. However, this activity should take second place to finding out the secret of the Ancients. Although financially rewarding, logging planets takes time - and that's time you probably haven't got!



YOUR TEAM

Assemble a crew first of all, but make sure you do not recruit the Thrynn or Elowans into your team. Although talented, these races are at war and should either race detect one of their enemies on board your ship, they aren't very helpful. Don't bother with androids either - they can't learn any new skills. Spend a lot of your time experimenting with each race, gauging which races are best at certain skills before you begin the game proper.

EQUIPPING YOUR SHIP

Once you've bought a new mineral scanner, your money should start rolling in. Your first priority is to buy the best engines, then shields, followed by armour and finally weapons. Saving up immediately for all the expensive weapons may be very tempting, but most of them are just a big con and there isn't really much cause to use them, unless you're a sad trigger happy maniac.



A GOOD FLUX

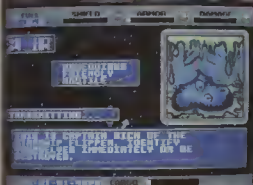
Using the space flux teleportation network is the best way to keep your levels of Endurium high. Collecting the Ring Device helps keep a track of these strange disturbances in space. However, make sure your navigator is highly trained before attempting any deep space exploration. If your navigator is a complete spaz, the fluxes don't even appear on the screen - effectively meaning that you're flying blind - doh!

FINISHING THE GAME

The solution to most of Starflight is found in the captain's log in the game instructions. This tells you the location of the Crystal Planet (the resting place of the Ancients and the source of all the eggs), along with the Crystal Orb needed to make a successful landing on the planet. The log also tells you where to find the eggs needed to be deposited on the Crystal Planet's surface. The Crystal Cone is also required. However, one more egg is still needed to successfully complete the game. Only detailed conversation with other races leads to the whereabouts of this egg being revealed.

FRIEND OR FOE?

Communicating successfully with the other races in Starflight is the key to finding out the secret of the Ancients and saving the galaxy. Therefore, it's most unwise to enter any confrontation with shields raised and weapons armed. However, if you feel like just blowing up enemy ships, make sure you choose the correct targets. You can always get away with blowing up Gazurroid craft, (they're the hostile fish-like people) and Mechani vessels - or if you're really plucky you're perfectly entitled to take up to the Uhleiks. A word of warning - an Uhleik Warship can easily knock the excrement out of your sad vessel. The best tip here is to run away as quickly as possible!

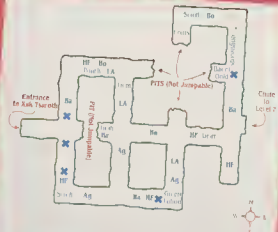




SEGA TIPS

HEROES OF THE LAKE

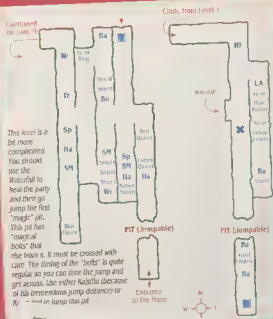
Here's a fine Christmas bonus for Sega Master System owners - the maps to the first couple of levels of US Gold's role-playing game, *Heroes of the Lake*! But that's not all - along with the maps, there's plenty of decent tips to get you past some of the dungeon's nastier surprises. Not bad at all, eh?



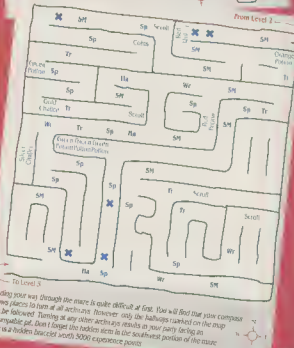
After entering the ruins, turn north and follow the dotted line through the first level. When you "forced" into the Bazak Draconian in the center hallway, don't forget to use the "Web" spell if you are trying for a really high score. Don't use any healing spells unless you absolutely must. Wait for the "Bazak" on level 2.



After passing through the maze, this level is quite simple. Follow the path to the dragon and don't forget that you can't save your game if you are within Berserk's lair.



This level is a bit more complicated. You should use the waterfall to heal the party and then go jump the first "magic" pit. This pit has "magical" boots that rise down it. It must be crossed with care. The timing of the "boots" is quite regular so you can time the jump and get across. Use either Haggle (because of his tremendous jump distance) or Ry - avoid in jump this pit.



Finding your way through the maze is quite difficult at first. You will find that your compass shows places to turn at all Archways. However, only the pathways marked on the map can be followed. Turning at any other Archways results in your party falling in an unjumpy pit. Don't forget the hidden item in the southwest portion of the maze. That is a hidden bracelet worth 5000 experience points.



Trap



Arrow trap



Transporter



Hidden entrance to 1-way passage



Destination of 1-way passage



Hidden item



Preferred path



Spectral Minion



Giant Spider



Troll



Writhing

Ag

Aghar (Gully Dwarf)

Bo

Bazak Draconian

BA

Bazak Draconian

HF

Human Fighter

LA

Large Aghar (Gully Dwarf Warrior)

Ha

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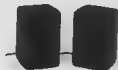


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Top 10

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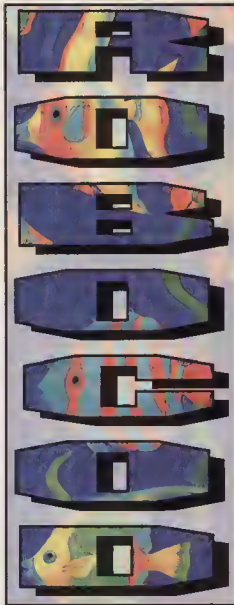
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▼ Robocod takes flying lessons.

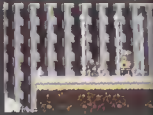


The evil Dr Maybe is back, and this time he's determined to take over the world, and at the same time destroy the underwater agent James Pond who put a stop to his plans last time. He might have a little difficulty with the latter, however, as James has been cybernetically altered into part fish, part machine, all secret agent - Robocod!

Dr Maybe's plan this time around is to conquer the planet using evil psychopathic toys, manufactured at none other than Santa Claus' Arctic toy factory! Armed with his new found robotic abilities, Robocod must penetrate all levels of the evil operation, destroying any toys he sees, and hopefully bring Santa and Dr Maybe to justice.

Robocod is a platform game similar to its predecessor, but is much slicker, with improved gameplay, more levels and a lot more variety. Robo runs and bounces around the landscape, killing everything that gets in his way. His ultimate aim is to find and destroy the giant guardian on each level - bump off every one and Dr Maybe and Santa will be defeated.

The only problem is - will you have enough time for Christmas eve?



▲ Those spikes kill.



MEANIE MACHINES

Before reaching the secret underground lair of the two villains, Robocod laces many clockwork-related baddies. Amongst the vile killer toys menacing their way around the screen are flying playing cards, deadly jelly babies, teddy bears of doom and a bottom-kicking Bertie Bassett!



▲ It's Pond versus someone very familiar...



▲ Robo sends the bad guys flying!



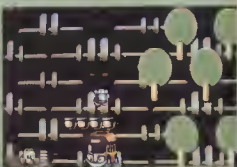
▲ A massive staircase greets our flashy hero!



▲ Bonus goodies a-hoy!



▲ Meet the first end-of-level boss!



▲ Owww! Watch out Robocod!

COMMENT



RAD

addictive platform action the Megadrive has yet seen - and with the bonus of a secret stage again. Electronic Arts have come up with the goods; an incredible game which only Captain Dough Head would miss.





REVIEW

COMMENT



JULIAN

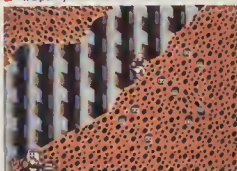
A game starring a robotic fish was never going to be normal, but this gets a max on the barking bonkers scale! The game looks absolutely astounding, with gorgeous, super-cute sprites, outstunning backdrops and some fantastic effects. The sound is great too, with nauseatingly jolly tunes pounding away as you leap about. But it's the seriously bizarrre sense of humour that runs throughout the game that makes this one of the most appalling and addictive Megadrive games yet. It's packed chock-a-block full of weird things and features: look out for Panguin blacula, Icoricil alisorta, cute cars, vicious cuddly taddles, blue snowman - and that's just on the first level! Robocod might look fabulous, but it plays even better! There are loads of wacky features, including mega high-speed jolly bounce levels, upsides down screens and a race along the top of a cute speeding train - and the game is jammed full of secret screens, false and hidden doors and extra bonuses. The levels are brilliantly designed so that there are several ways to complete them, so even if you finish the game, you return time and time again to see whether you can find new routes and screens. Put all those points together and you've got the best platform game yet seen on the Megadrive. Yes - even better than Sonic and Mickey Mouse!

BAD HADDOCK

Robo's now metallic body provides him with some fabbo new abilities with which to crush the plans of Senta and the Doc. The most useful of those is his stretch-to, which allows him to stretch to enormous heights, grab hold of high ladders and hoist himself up. Our piscine chum also has a neat way of destroying his enemies. When Robo jumps on top of a nasty, he can then force his robo-weight down upon them, thus squashing them into a state of utter flaccidness.



▲ It's pom-pom time for Pond!



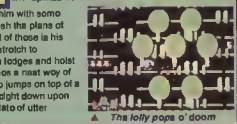
▲ The honeycomb strikes back in this game



▲ Can Robo reach the icon?



▲ If Robo strikes to the roof here, he avoids the spikes below!



▲ The jolly pops o' doom



MELBURN 1990

BY: EA

PRICE: £39.99

RELEASE DATE: NOVEMBER

GAME DIFFICULTY: MEDIUM

LIVES: 5

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: ULTRA



1 PLAYERS



PRESENTATION 88%

No options to speak of, but superb in-game presentation.

GRAPHICS 96%

Utterly fab. Stunningly-drawn, weird and wonderful sprites and even stranger backdrops!

SOUND 89%

Nauseatingly cute tunes and effects - makes sure you've got a sick bag handy!

PLAYABILITY 97%

The superb gameplay and wild humour results in instantaneous addiction...

LASTABILITY 93%

...and the vast size of the game and sheer amount of secret screens and bonuses keep you playing for weeks

OVERALL 95%

The finest graphics + highly challenging action + tons of secret screens + unbelievably addictive gameplay = the best Megadrive platform game yet seen

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SUPER TURBO



REVIEW

Life is hard for the Pac family. Due to a quirk of fate, they are condemned to spend all eternity eating dots. This may sound like a laugh (if you're a fatty), but it is in fact quite the opposite, especially when the dots are spread all over the floor of a maze which is inhabited by fearsome ghosts!

Things are made a bit easier, however, by the presence of power pills and food. Power pills endow Pac-face with the ability to strike back at the ghosts by eating them, whilst food provides a welcome change from dots and ghosts, and grants the player bonus points too!

As everyone should know, PacMan is a game in which the player zips around a maze in a frenzied attempt to consume every yellow dot on screen. Once this is done, you move on to the next, more challenging maze.



▲ Only a few more dots stand between you and the ghosts have other seas.

COMMENT



JULIAN

Ms Pacman is over a decade old, and while I enjoyed playing it, I found myself quickly getting bored of its simplistic gameplay. It's several steps back from Pacmania, where at least you have different ghosts, a new viewpoint, different power-ups and the ability to jump. The two-player mode adds a bit of fun, but even that becomes dull after a very short period of time. If it cost a tanner, Ms Pacman would be a reasonably fun purchase that your parents, grandparents or baby brother or sister could play and enjoy instead of playing charades after Christmas lunch, but at £24.99 it's a very overpriced for what is basically a very quick and nostalgic trip to boredom central.

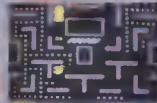
MS. PAC!



▲ A power pill is just around the corner, go get it, Ms PacMan!



▲ No ghosts, no hands, no hands!



▲ The effects of a Power Pill.



▲ No more dots, off to the center.



▲ Not much action here. Suffice to say that the ghosts wait for Ms PacMan for dinner.



POWER EXTREME

Ms PacMan would be in an awful lot of trouble if it weren't for those power pills. These useful pieces of kit lurk in the darkest corners of each maze, waiting for our heroine to suck on one. Once she does, all the ghosts turn blue with fright, and suddenly become edible! If Ms PacMan can catch the ghosts in the seconds before they revert to their previous hues, they are eaten and temporarily disposed of. Being ghosts, however, it's just a matter of time before they regenerate their bodies and return looking for revenge.

SEGA

REVIEW



牛詩集

FUNDSOME FRUITY FROLICS

Ms PacMan is fond of chewing on a good hard plum or two, and other vitamin C laden goodies await her delectation among the dots. Every so often, a piece of fruit will appear in the maze. It's up to the player to make it to the fruit before it runs away, which is surprisingly quickly in this gamel. Foodsome frolics come in the shape of pears, oranges, bananas and cherries.

Ms PACMAN

BY: Tengen

PRICE: £24.99

RELEASE DATE: DECEMBER

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: PAC-TASTIC

1-2

PLAYERS



PRESENTATION 81%

Level select and a two fairly limited two-player modes

GRAPHICS 42%

Simple in the extreme - five simple sprites and a stick maze

SOUND 56%

theme ditties and effects

PLAYABILITY 50%

Gaming at its most basic - fun for a session or two, but boredom sets in very, very quickly

LASTABILITY 25%

Lack of variety, levels, action and excitement ultimately spell doom for this not-so golden oldie

OVERALL 31%

A classic blast from the past that sadly should have stayed there.

▲ The ghosts enter Spez Mode and completely ignore Ms PacMan - dahl!

▲ It's a dangerous place for Ms PacMan - those ghsts are closing in on her monkey ass

COMMENT

These days, Pacman games are looking more than a little dated, so what have the programmers of Ms Pacman done to improve on the old gameplay. Well, in one-player mode, not a lot. It's the same old dot-eating action, but with bland graphics and sound and laughable 'cartoon' intermissions. However, perceptions of the game alter a little once you try the game in two-player competitive mode,

which injects a bit of freshness into the gameplay, with each player fighting over the power pills and fruit and bouncing into each other to epong the other player into a ghost. But to be honest, it all gets rather dull very quickly. If you're a Pac-fan, go for Pacmania - it's a lot more varied and enjoyable than this.



RAD

▲ Seemingly as never led! As you can probably see, Ms PacMan's running out of charging material, and the ghosts are closing in. FAS!



PACMAN



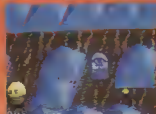
PAC PURSUIT

In the original PacMan game, only four ghosts were in pursuit. Now there are seven - eek! Here are their characteristics...



SPUNKY (BLACK)

Not a lot is known about this mysterious ghost.



SUE (PURPLE)

Shadow's PacMan's every move



PINKY (PINK)

Clever - likes to head PacMan off and ambush him.



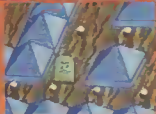
CLYDE (YELLOW)

Pursing ghost who's a bit slow

PacMen, one of the most famous arcade characters of all time, is back - and this time he's brought his Dad. Well, no, he hasn't really, but this Megadrive version of the coin-op includes all the features of the original 1989 coin-op.

Featuring all four of the original levels - Block Town, PacMan's Park, Sendbox Land, and Jungly Steps - this forced-perspective 3D game stars everyone's favourite happy yellow blob collecting dots that are scattered around the landscape.

Of course things are never that simple. Pursuing PacMan are a number of ghosts, all bent on bringing about his demise. Some ghosts track him by his trail, others by working out where he is at present. Luckily our hero can jump, and neatly evade the nestles - if the hend on the joypad is quick enough!



FUNKY (LIGHT GREEN)

Bewere - this ghost jump!



INKY (LIGHT BLUE)

Totally unpredictable - so watch him!



BLINKY (RED)

The fastest and cleverest ghost.



▲ Spunky and



PACMANIA



▲ Two Funky ghosts are scared of PacMan!



Funky versus PacMan - a terrifying competition!



COMMENT



The concept of dot-gobbling might be as old as the hills, but Pacmania proves that it's still as addictive as ever! It's a very slick conversion, and features every aspect of the coin-op, from the crisp graphics and wacky tunes to the neat intermission screens between levels. The varied difficulty settings offer plenty of challenge, even to the most seasoned of PacMan veterans, and the Pac boost adds a new aspect to the gameplay. If you're after something simple, addictive and different, Pacmania fits the bill perfectly.

JULIAN

PAC BOOSTER

COMMENT



Until now, Megadrive owners have been deprived of Pac-related hilarity. Fortunately, Pacmania goes a long way to redressing the balance. It adds an awful lot to the old PacMan formula, the 3D angle and giant mazes make the game much less predictable, Pac's jumping ability stops you getting into any instant-death positions and each level's graphical difference prevents the action becoming too repetitive. Visually, there are few differences between Megadrive Pacmania and the arcade version, and the sound is also faithfully reproduced. If munching dots and dodging ghosts is your thing, you won't be disappointed.

RAD

MEGADRIVE REVIEW



牛年大吉



BY: Tengen

PRICE: £34.99

RELEASE DATE: DECEMBER

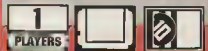
GAME DIFFICULTY: EASY/MEDIUM

LIVES: 5

CONTINUOUS: 3

SKILL LEVELS: 4

RESPONSIVENESS: GOOD



PRESENTATION 87%

A load of decent options, and great intermission screens

GRAPHICS 84%

Simple and crisp. The scrolling is flawless, and sprite movement is smooth

SOUND 84%

Very similar tunes and sound effects to the arcade game

PLAYABILITY 90%

Getting into the game couldn't be easier, and within a few goes you're hooked

LASTABILITY 84%

Tons of levels, and the different difficulty settings give Pacmans plenty of scope for long-lasting dot-gobbling fun

OVERALL 86%

One of the simplest games available on the Megadrive - but it's also very challenging and highly addictive!



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BURGER FOR
OZ AND WIN A
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And what we want you to do in this special festive competition is to design our Oz a burger. You can send us a recipe, a drawing, a painting - or even a model if you're good with clay or plasticine! And you can be serious, or plain loony with your ideas.

Send your entries to **BURGER ME SIDEWAYS WITH A SESAME SEED BUN, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU**. The closing date of the competition is Jan 2nd 1992. After that day, Oz will drool over all the entries and pick the one which he likes best, and that entry will win its sender a brand spanking new Megadribe to play with. What a way to start the New Year, eh?

So get your thinking hats on and burger off!



**NINTENDO****REVIEW**

Twenty years ago, a meteorite fell to Earth near Cemetery Lane. This was no ordinary meteorite, however, and the occupants of 2406 Cemetery Lane, who stumbled across the wreckage, were changed into mad, cackling, blue psychopaths!

Worst of all, the meteor-driven loonies have kidnapped Dave's girlfriend Sandy and plan to use her in their dastardly scientific experiments! It's your job to control Dave and two of his pals as they break into the mansion and attempt to save Sandy without being caught by the evil inhabitants.

Maniac Mansion is an adventure which shows the characters' escapades side-on. Actions are selected with a cursor, using menus situated on the bottom half of the screen. All you do is select a word or words from the menu, such as pick up, go to or whatever, and point it at a part of the main picture screen. The relevant character will then try to do what he or she has been told. The action is mostly puzzle based, requiring the correct use of an item or action to pass certain stages.



MANIAC MANSION

▼ Look at that security door! It's locked and you've got to find the key!



THE DUDES YOU CAN FRINK!

There are six characters to choose from in Maniac Mansion. Dave tags along no matter what, but you choose two of his pals to venture forth with. There's Razor, lead with the bend Razor and the Scumettes; Jeff, a surfer-type; Bernard, a physics buff and all-round bore; Michael, ace photographer for the



school paper; Syd, an aspiring musician; and Wendy, a budding novelist.



NUCLEAR NUMSKULLS



▲ All forms of musical excitement are on offer here, but what does it all mean? Hmmm...



COMMENT



Manic Mension works along almost identical lines to Shadowgate, but the difference between the two is massive. Where Shadowgate was frustrating,

JULIAN obscure, unrewarding and dull, Manic Mension is easy-to-operate, lively, addictive and thoroughly entertaining. Presentation is superb (some of the cut-scenes are really funny), and the puzzles are all very nicely thought out - there are no death-without-warning situations, so you're encouraged to experiment and explore. The graphics aren't outstanding, and the sound isn't anything to write home about, but Manic Mension's excellent, thoroughly rewarding and genuinely funny gameplay more than makes up for its deficiencies, and the end result is a highly original and very addictive adventure that no Nintendo owner should be without.

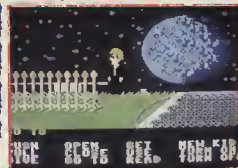
The family in Manic Mension take energy conservation to new heights - they've constructed a huge nuclear reactor on the ground floor! This powers the kettle, the TV and all their horrific experiments. Finding your way to the reactor room is a simple matter of pushing one of the gargoyles on the stair bannister, but once in there, be careful! One wrong move and you start a meltdown which destroys the mansion and everything within a five mile radius.

LOOK AT THE SIZE OF THAT THING!

Manic Mension would be simple if it were set in a small semi-detached (like where Rich lives), but it isn't. Indeed, it's set in a massive place, similar in appearance to the Addams family residence. It's quite similar in content too, with pets such as a huge green tentacle! Keep a look out for the members of the family who hide out in the deepest corners of some rooms, ready to pounce on unsuspecting intruders.



▲ The kid checks out certain parts of human anatomy on the medical chart.



NINTENDO



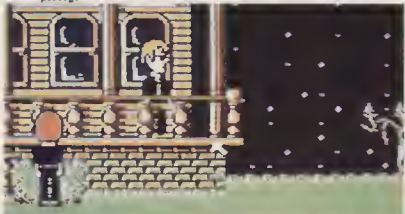
REVIEW



GO TO LOOSE PANEL

PUSH OPEN GET NEW
PULL CLOSE GO TO USE KID
GIVE GO TO READ TURN OFF
CASSETTE TAPE + SILVER KEY

▲ What a spectacular library! Here, our hero's found an entrance to the ubiquitous secret passage!



COMMENT



RAD

After last month's dose of role-playing "laughs" in the form of *Shining in the Darkness*, it's refreshing to see a decent adventure on a console. *Maniac Mansion* has been around for years, but it's still as playable today as it ever was. Graphically, very little has changed from the C64 version, and only minor improvements have been made in the sound department, but all the old puzzles, characters and jokes are there, including some great intermission screens featuring the evil antics of the Mansion's owner! If you're just a jaded blast-o-rama head, you probably won't reckon much to *Maniac Mansion*, but if you're looking for an adventure or just a game with a bit more depth, I'd recommend *Maniac Mansion*.

▲ Outside *Maniac Mansion*. Your first job is to get in!



▲ *Maniac Mansion* has its own arcade!



▲ The staircase of doom!



BY: LUCASFILM

PRICE: £TBA

RELEASE DATE: TBA

GAME DIFFICULTY: MEDIUM/HARD

LIVES: 3

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: OKAY



PRESENTATION 78%

Game save options and superb in-game presentation

GRAPHICS 72%

Decent enough animation and backgrounds but the sprites are blocky

SOUND 70%

Middling effects and a variety of ear-beating tunes

PLAYABILITY 88%

Cursor movement can be slow at times, but that doesn't really effect the overall gameplay

LASTABILITY 90%

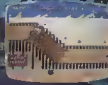
A big game with a lot of tricky puzzles that should keep most gamers going for some time

OVERALL 89%

A playable and long-lasting adventure which should appeal to anyone after something a bit different.

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REVIEW

Marty McFly's back from the past to save the future! Freshly returned from re-arranging his own future by altering his parents' destiny in 1955, Marty hopes to carry on his life as normal - only to discover that his future children need his help!

With girlfriend Jennifer in tow, Marty jumps into Doc Emmet Brown's DeLorean time machine and speeds off to 2015 to save his son from prison. He does this by incriminating the real felon, Biff's grandson Griff (this bit of the film is depicted in one of the hoverboard sequences detailed elsewhere in the review). However, the elderly Biff Tannen uses the time machine to change his own fortunes in 1955! At the same time, the police find the 1985 Jennifer, taking her to her 2015 residence. Marty has to rescue her (see the JENNIFER TIMES TWO box).

Thinking his work is done, Marty returns to 1985 - but it is a completely different scene that greets the lad as he emerges from the DeLorean. Biff's minions have taken over Marty's home town of Hill Valley, so Marty's left to beat a path through Biff's cronies to Biff himself (this crops up in the game as a horizontally scrolling beat 'em up).

Once Biff reveals his dastardly plan, Marty travels back to 1955 to correct Biff's damage to the spacetime continuum (as depicted in the game by the sliding block puzzle you see elsewhere in the review). However, Biff's still left loose, and in the last hoverboard screen, Marty uses his magical board to catch up with the bully and give his monkey ass a good dusting!

JENNIFER TIMES TWO



figure who can mysteriously open and close all the doors in the McFly residence (circa 2015). Your overall aim is to get the 1985 Jennifer to the front door, whilst keeping her apart from her 2015 counterpart.



▲ That's the slowly Biff there on the right!



SLIDE-O-TRONIC



Hill Valley, 1955. Marty's job is to successfully re-arrange the events of the past by sliding this block puzzle about.

ON YER HOVERBOARD



in a race to the end of the scrolling terrain in both the first and last sections of the game! Armed only with his fist and massive hoverboard-aided jumps, Marty evades the onslought of Biff's minions.

COMMENT

I'm rather saddened that Imageworks chose to release this conversion of the original computer game. The hoverboard sections seem ridiculously difficult. The collision detection is very ropey indeed and avoiding all the hazards thrown at you is nigh on impossible. Marty's punch is completely ineffective - and the animation's so bad it's like he's looking at his watch rather than

RICH

delivering a vicious cuff! The second level is boring in the extreme, and the third 'best 'em up' level requires all the skill of uncoordinated baboon to successfully complete, while the sliding block screen is really tedious. The graphics throughout are tragic. Marty looks like some kind of mincing neandertal (perhaps it's only because his arms and legs actually move), and the rest of the backdrops and sprites make a complete mockery of the Master System's graphical abilities. In fact, the only things the game has going for it are the fine presentation screens before each level, and the novelty of these soon wears off. Imageworks have plenty of decent, topper Sega stuff like Speedball and Xanon II, so buy one of those instead of this cartridge-based tragedy.



COMMENT

What we have here is one of the worst games-of-the-lims I've ever seen. The first and last levels are dull and frustrating. The collision detection is dreadful, the control method is very poor and sprites seem to come out of nowhere, giving you no chance to avoid them unless you memorise exactly where they pop up. The best 'em up section is also pathetic; again

lame controls and collision detection help to make it an unenjoyable and irritating experience. The puzzle sections are the most interesting aspect of the game, but even they're not particularly good - the slide puzzle is limited and the house section is ridiculously easy to complete. With better graphics, an improved control method, better collision detection and severe playability tweaks, Back to the Future II could have been quite fun, but unfortunately it's not the case. My advice to Back to the Future fans is to wait until Back to the Future III is released - I've seen a nearly finished version of the game and it's miles better than this travesty.

SCROLL-O-MATIC!

The third level sees McFly racing along the horizontally scrolling screens of 1985 Hill Valley. But the Bliff of 2015 has gone back in time and changed his own past, making himself the virtual ruler of Hill Valley in 1985! The streets are now dangerous, packed with Bliff crazed chums. Marty's job is to beat up these minions and reach the end of level so he can travel back to 1985 and undo the damage the 2015 Bliff has done!



▲ Marty enters deadly territory!

REVIEW



BACK TO THE FUTURE II

LICENSED BY MCA ENTERTAINMENT
DESIGNED BY IMAGEWORKS
STARRING YOU AS MARTY McFLY
DOCTOR EMMETT BROWN
BFF TRAINER AND BFF THUNDER

BY: IMAGEWORKS

PRICE: £29.99

RELEASE DATE: NOW

GAME DIFFICULTY: EASY/TOUGH

LIVES: 5

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: SLUGGISH



PRESENTATION 82%

Nice presentation screens, but no options to tweak

GRAPHICS 43%

Great static screens. Sad, laughable in-game visuals

SOUND 56%

The BTTF tune grates forth from the Master System's tortured sound chip

PLAYABILITY 43%

Awful controls and bad collision detection are just two of the problems in the playability department

LASTABILITY 25%

The levels are either just too difficult or too easy. Either way, they're all pretty bad and you won't want to play them for long

OVERALL 37%

An awful game-of-the-film with very little going for it. Wait for Back to the Future III

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[See also: *Information technology*](#)

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INTERIOR!
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GAMEBOY
AND SIX
GAMES!**

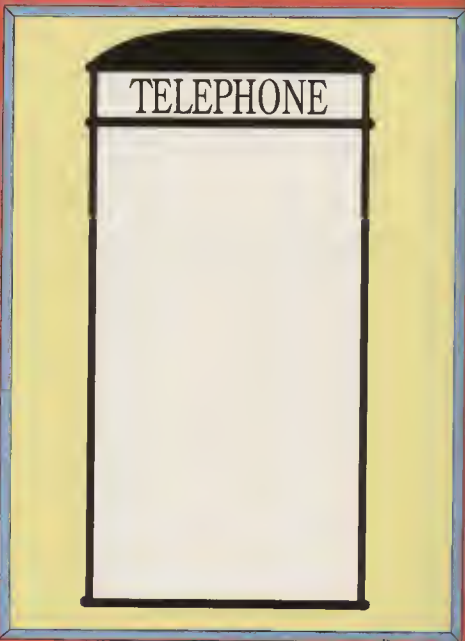
As regular readers of MEAN MACHINES know, Rich is a bit of a phonebox fiend. Every spare bit of time he has is devoted to phonebox fun and frolics as he makes secret calls to mystery people about strange subjects.

The only problem is that poor old Rich gets cold and tired - after all, phoneboxes aren't known for their comfort. So what we'd like you to do is design a phonebox especially for him. Let your imagination run riot - you can have hot and cold running water, multiple rooms, a garage - anything. But it's got to look something like a phonebox when you've finished.

Send your entries to: **WHEN IT COMES TO FUN AND FROLICS MY BOX WOULD GIVE RICH THE MOST SATISFACTION**. PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. The closing date is - surprise, surprise - 2nd Jan 1992. The sender of the best entry will win a fab-o-loom! Gameboy and six spectacular games.



WIN A GAMEBOY AND SIX GAMES





Are you gnarly? Well, if you are, I suggest you see a doctor. If you're just a cool dude, men, California Games could be the cart for you. The game involves competing in six bodacious events, namely foot-bagging, frisbee, surfing, BMX, roller-skating and half-pipe.

The object of this is to rack up mega-dabba-docious scores to impress all your pals. If your chums decide that they can do better, they can join in for up to four-player thrills and excitement. Whoever scores best here gets the coveted "Very Trendy Person Cup". Are you the raddest, baddest person in... your house, or are you just a sad and lonely pinhead who's about as cool as the planet Mercury?



COMMENT



RAD

has in abundance. Each of the events provides enough challenge to keep you practicing for ages, and the multi-player option improves the testing appeal greatly.

California Games is easily the best of the Epyx Games series, and it certainly made a successful transition to the console world when it hit the Master System. So how does the Nintendo version fare? Well, the graphics aren't bad, although the colours are very drab, and the sound is okay. Set the real heart of California Games is the gameplay and I'm glad to say that that's one thing the NES version has in abundance. Each of the events provides enough challenge to keep you practicing for ages, and the multi-player option improves the testing appeal greatly.



Grab the circular flying item and send it whizzing towards your partner some 300 metres away. Points are awarded for a good, long throw and a stylish catch (dive for it for extra pose value!).

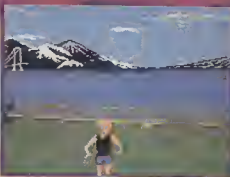
ON YER BIKE, MAN

Take to this hilly assault course and test out your BMX skills (even if the coolest dudes have got mountain bikes these days). The judges mark you according to the quantity and skill of the BMX-related stunts you pull off during this event.



A KICK IN THE SACK

These days, foot-bagging may rank just above flared trousers in the trendiness department, but it's still an integral part of California Games. Amass those points by keeping the small sack in the air using every part of the body - apart from your hands.



AERIAL ANTICS

If finger flips, McTwists and Aerial Airls are your bag, doubtlessly you'll head straight for the half-pipe. With cunning use of the joy-pad, you can make your on-screen skateboarder perform hand-plant inverts. But if you're a real skill dude, awesome aerial jumps and swivelling kick turns are the ones for you! The faster and more precisely you do these, the more points you get.



nia



0.00.0



BOGUS SHRED, HOMES

After the completion of an event, a panel of judges award marks reflecting your skill. If you notch up a ten, you're a true pro California head, but a score of only two or three is a most heinous failure, which should be rewarded with a smack around the head with a rolling pin.

YO! HANG EIGHT!

Surfing is similar in format to the half-pipe, with your surfer performing series twists whilst avoiding being swallowed by the roll of surf catching up with him... and the shark swimming below!



COMMENT

California Games is one of my all-time favourite Master System games, and I was interested to see whether this version would be as good. Well, at first things don't look promising. The graphics aren't as good as the ones on the Master System version and the sound is roughly the same.

However, play it and your fears soon evaporate - the gameplay offers even more fun and challenge! Each event is almost like a game in itself, especially the foot-bag, and there's plenty of potential to knock up huge scores. With its multitude of options, including the multi-player mode, California Games offers plenty of challenge and lasting appeal and shouldn't be missed by crazy dude sports fans.

JULIAN

AYE CARUMBA!

This event gives you control of a buxom skating type, travelling over a horizontally-scrolling beach-side pavement. Simply skating to the end quickly impresses the judges, but watch out for cracks in the pavement, sand and other obstacles guaranteed to send your chick flying!



NINTENDO

REVIEW



牛詩集



BY: MB GAMES
PRICE: £39.99

RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: GROOVY



PRESENTATION 86%

Lots of options, a choice of sponsors and excellent in-game touches

GRAPHICS 79%

Dull colours, but terrific animation

SOUND 75%

Good, though sparse effects and catchy ditties

PLAYABILITY 91%

As playable as heck, with plenty of challenge and variety in all of the events

LASTABILITY 87%

Lots of practice needed to master each event, and the multi-player mode adds plenty of extra lasting appeal

OVERALL 90%

A fab and generally wondrous game which should appeal to any Nintendo owner who lives east of Beverly Hills
90210



REVIEW

STORY

Poor old Mr Reagan. He's finished being president of the USA, but still those terrorists won't leave him alone. They've gone and kidnapped the senile old duffer and are threatening to kill him if all America's nuclear missile codes aren't handed over to them. Obviously, the government aren't going to waste any of their proper soldiers on the inevitable rescue bid, and so they hire you, a top mercenary, to do the deed.

This means you wander up the screen in the style of the old game Commando and shoot everything. This includes enemy soldiers, enemy tanks, enemy jeeps and even enemy trees! A fair smattering of collectables are yours for the taking, should you find them, and these should doubtless aid you in your battle against a huge piece of war machinery at the end of each level, such as fighter planes, battleships, helicopter gunships and a giant bomber.

Can you save the ex-president and dispose of the terrorist threat? Remember, the entire free world is depending on you.



MISSION 2

SCORE 3700

TIME 126

LIFE

04

ARCADE



The original Mercs arcade game was a three-player feast of violence and death. Apart from losing two players, the Megadrive conversion retains all of the levels, enemies and playability of its arcade parent.

ARCADE MODE



Crates are liberally spread around the scenery. Shooting these reveals a handy item. It could be a weapon, a Mega Crash bomb, energy-restoring food, mega-energy-restoring med kits, speedy boots, an armour jacket, a power upgrade for your existing weapon, or even deadly dynamite which explodes and kills you!

SHOP ANTICS ACTION

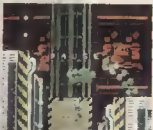


THIS FILLS 2 UNITS OF YOUR LIFE GAUGE.

One of the new features of the original mode is the shop that pops up every so often. Available here are such goodies as food, which restores between two and six units of energy, med kits which restore sixteen units, or fully replenish your energy bar, power-ups, bombs and energy bar extensions, for mega energy laughs and frolics. But how are you supposed to pay for all this? With the medals that you find by shooting crates, of course!

BULLET-RIDDEN

What would a shooting game be without extra weapons? Pretty dull, that's what. Fortunately, Mercs has loads of spiffing things to blow people up with. On offer in this mega-violent game are the likes of machine guns, bombs, flame throwers, shotguns and rocket launchers.





REVIEW



THE DRIVING FORCE

One of the best ways to make quick advancements in Mercs is to capture an enemy vehicle. First, kill the driver, then hop in and enjoy a spell of invincibility and super firepower! Jeeps are the most common vehicle, but for real destruction, try a tank or gun turret and for water-borne death and devastation, steal an infallible attack dinghy!



ORIGINAL MODE

Also included on the Mercs cart is an all-new eight-level version of the game. Each level of this game is totally different to the arcade mode, meaning that you really get two games for the price of one. How's that for value?



▲ Watch out for the enemy gases in the game! Collect the gas mask to avoid a hideous death!

YOUR MATES MUCK IN

The original mode utilizes a system similar to that of GG Shinobi, in that your Merc picks up other like-minded soldiers, each armed with their own special weapons. This gives you the equivalent of five lives and an instant selection of weapons. Other than the shotgun, all the arcade guns are available, as well as two new ones: the laser rifle and homing missiles!

COMMENT



In the death 'n' destruction stakes, this spot-on conversion takes some beating, featuring some of the nastiest mega-weapons ever seen in a game of this kind! Like most Megadrive games, you can finish it fairly quickly on the easiest level, but select the hardest one and there's a decent challenge to test your shoot 'em up skills. The graphics are excellent, with plenty of small, but nicely detailed sprites running around trying to bring about your demise, and sound consists of thumping soundtracks and even louder explosions. With two different games in one cartridge, shoot 'em up fans who ask Santa for Mercs will have themselves a very merry Christmas!

JULIAN



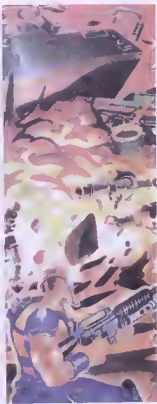
REVIEW



MISSION
3
SCORE
33550
TIME
218
LIFE
07



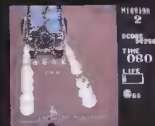
MISSION
4
SCORE
137800
TIME
104
LIFE
06



MISSION
5
SCORE
286
TIME
LIFE
04



MISSION
6
SCORE
13000
TIME
105
LIFE
06



MISSION
7
SCORE
080
TIME
LIFE
06



MISSION
7
SCORE
100000
TIME
199
LIFE
02

COMMENT



RAD
Arcade Merc was no great shakes in the originality department, but it was very playable nonetheless, so I was looking forward to seeing this. Suffice it to say that I haven't been let down. Merc excels in every area; the graphics are superb, the sound produces some very satisfying explosions and general death-relied noises and the gameplay is faultless. This would be enough, but there's also the original mode which actually better the arcade game in terms of playability! I cannot enthuse enough as to how fantastic this game is, so just go out and buy it and for yourself.



BY: CAPCOM
PRICE: £34.99
RELEASE DATE: NOW
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 1-5
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: SPEEDY



PRESENTATION 81%

Standard options, animated intros and great shop and mercenary select screens on original mode

GRAPHICS 89%

Loads of great sprites, backgrounds, animation and effects. Just watch 'n' burn!

SOUND 88%

Explosions, screams and gunfire abound, as well as some brilliant tunes.

PLAYABILITY 91%

The straightforward, high-quality blasting action results in instant addiction.

LASTABILITY 83%

Loads of levels and two different games will keep blasting fans happy well into the New Year.

OVERALL 88%

A stunning conversion made even better with the addition of a second, expanded game on the cartridge. Blasting fans shouldn't miss it.



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Every thirteen years, a place known as Ghost City appears. This ghostly town is inhabited by all manner of evil and grotesque creatures who take great pleasure in committing any number of vile and horrifying acts on the populace of nearby towns. Worst of all however, is the tendency of these monsters to kidnap a child, steal its soul and then sacrifice it.

This is where you come in. You are a good ghost, committed to being nice, and you have decided to save the kidnapped child with the aid of your laser rifle. This is by no means an easy task, as the child's soul has already been stolen. As a result of this, she cannot act of her own accord and needs you to direct her out of Ghost Manor to Ghost Headquarters, whilst blasting all the evil ghosts that bar your way.

Laser Ghost is another of Sega's not-quite conversions insofar that although the Operation Wolf-esque gameplay has been retained, a new element has been thrown in: that being the child you must protect. This adds a new angle to the gameplay as you must remember to guide her around obstacles whilst all the time checking the ceaseless efforts of the ghosts as they try to keep hold of their captive.



▲ Should you mistakenly blast the girls you're supposed to be protecting, this is what happens. Pretty Spooky, eh?

COMMENT



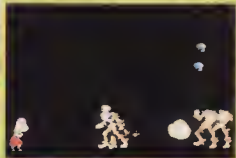
RAD

Inspiring, the sound is awful to say the least and to begin with, the control system is unnecessarily fiddly. But there's something about it which makes Laser Ghost quite enjoyable, especially with the light Phaser. Phaser fans should be pleased with this, although anyone else would be advised to give it a go first.

LASER

GROOVY GHOULIES

Laser Ghost wouldn't be the same without a variety of gruesome ghoules to destroy, so it's fortunate that there are plenty in this version. Among the spooky targets are bats, skeletons, haunted paintings, zombie lomaices, animated suits of armour and even flying tables! But these are nothing when compared to the end-of-level guardians, which include mud zombies fire-spitting portraits and possessed cars! Eek!



CHAPTER 4

THE SINISTER SAND

DON'T YOU JUST LOVE BEING IN CONTROL?

Guiding the girl around is simple. It's just a case of shooting the ground at her feet to make her turn around. She will then take the first passage she faces, making it possible to direct her into tunnels to her left or right. Guiding the gun sights around is slightly more difficult, as they are automatically attracted to the centre of the screen, and therefore always drift that way when the control pad is released. Firing steadies the weapon, but this means it is impossible to move the gun and fire at the same time.



SEGA

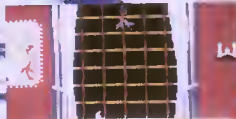
REVIEW



GHOST



A storybook screen tells the savage tale of Ghost City's fall in our plane of existence.



COMMENT



JULIAN

A stunning-looking, super-sounding, ground-breaking game this isn't. But it's a good laugh, and that's what's important. The ever-moving cursor seems a bit of a pain at first, but once you get used to it the game soon becomes addictive and you start to enjoy yourself. There are loads of beddies to shoot, and I like the idea that you've got to keep one eye on the girl, which adds a new dimension to the game and really keeps you on your toes. If you're looking for a fun light phaser game, or are just after a shoot 'em up that's a bit different, check this out.

GIZZA GO

There are two modes of play open to would-be Laser Ghosts: one-player where the joystick is used to control the gun sights, trigger and special weapon, and simultaneous two-player in which the light phaser controls the gun sights and trigger, and the joystick controls the special weapon. This means that if you've got a mate who's a complete crib but wants to join in you can give him the joystick and put him in control of when to use the smart bombs, where he can't do too much damage!



LASER GHOST™



BY: SEGA

PRICE: £TBA

RELEASE DATE: TBA

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 68%

No options, but plenty of intermission screens.

GRAPHICS 64%

Okay sprites with average animation. Nothing to get all excited about.

SOUND 48%

Screaky tunes and few effects. Turn the sound off before plugging in the game.

PLAYABILITY 77%

The control system takes a bit of getting used to, but after that it's great fun.

LASTABILITY 72%

Not all that difficult, but there's plenty of levels and lots of secret rooms and bonuses.

OVERALL 76%

A neat little light phaser title which offers plenty of blasting fun and frolics.

THE MAKING OF MEAN MACHINES

How did the World's greatest console magazine ever come into existence? Jazza Rignall reveals all (oo-er), from the very messy birth in a seedy Farringdon etable called Priory Court to the naughty behind-the-scenes happenings in this, the exclusive, never-before-told true story. The names have been kept to reveal the guilty...

IN THE BEGINNING

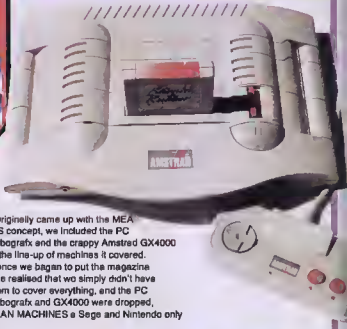
It was a bright day in July 1990 when three furtive-looking individuals trooped into the Studio Cafe in Farringdon to discuss top secret plans for a new magazine launch. Julian Rignall, editor of C+VG, Gary Harrod, a complete nobody who had design talents coming out of his every orifice and EMAP Publisher Graham Taylor ordered some coffee, sat down and began to put together their plans. After some hours (and the fact that the cafe owner threatened to take the table away) the blueprints were finalised - MEAN MACHINES was go!



WHY ISSUE ZERO?

To launch MEAN MACHINES, we needed heaps of cash. And since our money man, good old Lord EMAP, has purse strings that are marginally tighter than a kipper's backside, we needed to show him exactly what a totally skill idea MEAN MACHINES was. So Jaz and Gaz spent weeks producing the legendary Issue 0, a one-off special to show what the magazine would roughly look like. A very limited number of these were printed, and were shown to Lord EMAP and his cronies. They thought it was dadda (in their own words) and immediately dispatched a minion to the EMAP coffers to bring us a very large suitcase stuffed with enough used fivers and tenners to enable us to launch MEAN MACHINES!

DROP THE PC ENGINE AND GX4000



When we originally came up with the MEAN MACHINES concept, we included the PC Engine/Turbografx and the crappy Amstrad GX4000 console in the line-up of machines it covered. However, once we began to put the magazine together, we realised that we simply didn't have enough room to cover everything, and the PC Engine/Turbografx and GX4000 were dropped, making MEAN MACHINES a Sega and Nintendo only mag.



CH-CH-CH-CHANGES

When you read through Issue 0, which follows immediately after this feature, you'll see that it's almost the same as the MEAN MACHINES you read now. Tweaks were made between finishing the 'dummy' issue and the 'real' Issue 1 to things that we didn't like. Most noticeable is the cover logo, which was just too boring and straight. Also on the cover, we decided include pictures of the machines the magazine covered, rather than just write what they were along the top. Inside, the logo for the news pages was changed to make it bigger, the Megamega logo was redrawn and the redne box was tweaked to make it look nicer.



THE MAKING OF

MEAN MACHINES

THE BEST

MEGAMAN II

(NINTENDO)

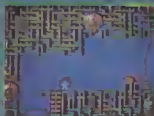
MACHINE: NINTENDO

REVIEWED: ISSUE 4

OVERALL MARK: 95%

JAZ: "One of the finest platform games ever seen."

MATT: "One of the greatest NES games."



CHESSMASTER (MINDSCAPE)

MACHINE: GAMEBOY

REVIEWED: ISSUE 5

OVERALL MARK: 95%

JAZ: "More portable and flexible than dedicated chess machines costing five times as much!"

MATT: Hooray!



EA ICE HOCKEY (EA)

MACHINE: MEGADRIVE

REVIEWED: ISSUE 11

OVERALL MARK: 95%

JAZ: "An utterly essential purchase."

RICH: "One of the greatest sports sims ever produced."



JOHN MADDEN'S FOOTBALL (EA)

MACHINE: MEGADRIVE

REVIEWED: ISSUE 3

OVERALL MARK: 95%

JAZ: "The best Megadrive game yet."

MATT: "This game eluded all of us."



SUPER MARIO 3 (NINTENDO)

MACHINE: NINTENDO

REVIEWED: ISSUE 13

OVERALL MARK: 98%

JAZ: "The finest videogame I've ever played."

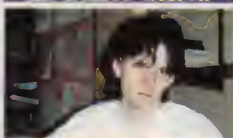
RICH: "A truly brilliant game, combining a massive amount of depth with totally superb playability."



THE COVER THAT NEVER WAS

Recognise this cover? Of course you don't - it never appeared! It was originally scheduled to appear on issue 2, but at the last moment we all decided the Sinder illustration just wasn't strong enough and changed it for Robocopi

THE HARROD FACTOR



Gary Harrod over in the art department also had a nightmare time. First of all he spent days drawing up a special custom layout sheet for MEAN MACHINES and had 1000 of them printed... only to find he'd got the measurements wrong! It was redrawn a second time (correctly), but unfortunately the printers printed them all wrong and they had to be done a third time! And when the correct ones finally arrived, the boy Harrod suddenly realised he'd drawn up the basic page artwork (such as the review boxes and the top right/left hand corner flashes) using the first custom layout sheet - the one with the wrong measurements - so he had to do them all again! And finally, two rough draughts of the MEAN MACHINES logo were drawn up, one with fat letters and one with thin letters. It was decided that the fat letter version would be used, and Gary started work with his airbrush. After a weekend's work he suddenly realised that he'd been working on the thin version, and that he'd have to start all over again! Doh!

THE HIGHS AND

We've reviewed tons of games since MEAN MACHINES started - some of them brilliant, and some of them complete

MICKY MOUSE (SEGA)

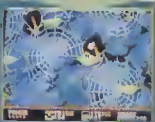
MACHINE: MEGADRIVE

REVIEWED: ISSUE 5

OVERALL MARK: 95%

JAZ: "Has an addiction that has you eating your meals while you play."

MATT: "This game is of a quality rarely seen."



THE AM



SEGA



MEGADRIVE



GX4000



NINTENDO

WOT NOT AS NO NEWSAG

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SEGA MASTER

THE LOWS

stinkers. Here are the five best
and five worst, complete with
some the things we wrote about
them...



GOAL (NINTENDO)

REVIEWED: ISSUE 12

MACHINE: NINTENDO

OVERALL MARK: 33%

JAZ: 'Goal is another Nintendo
footballing debacle, a dire travesty
purporting to be a simulation of our
top national sport.'

RICH: 'Goal is a crippled, retarded
excuse for an NES football game.'

THE MAKING OF

MEAN MACHINES

THE WORST

SHADOW GATE

(NINTENDO)

MACHINE: NINTENDO

REVIEWED: ISSUE 11

OVERALL MARK: 26%

JAZ: 'Aaaaaaargh! I hate
this game. It's so-o-o-o frustrating I
want to smash it up.'

RICH: 'A hideous attempt at
producing an NES adventure.'



ACE OF ACES (SEGA)

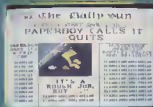
MACHINE: MASTER SYSTEM

REVIEWED: ISSUE 12

OVERALL MARK: 28%

JAZ: 'Poor quality, fuzzy graphics
and amazingly naff sounds are the
nails in the coffin, and the
tediously slow gameplay hammers
them well and truly home.'

RICH: 'A sad, shambling parody of
a flight sim.'



PAPERBOY

(MINDSCAPE)

MACHINE: NINTENDO

REVIEWED: ISSUE 6

OVERALL MARK: 30%

JAZ: 'A sick mockery.'

MATT: 'Geez oh dear.'



NINTENDO WORLD CUP (NINTENDO)

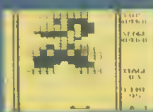
MACHINE: NINTENDO

REVIEWED: ISSUE 6

OVERALL MARK: 33%

JAZ: 'There's nothing like a good
football game, and Nintendo World
Cup is nothing like a good football
game.'

MATT: 'Nintendo World Cup takes
football games to a new low.'



ALLEYWAY (NINTENDO)

MACHINE: GAMEBOY

REVIEWED: ISSUE 2

OVERALL MARK: 33%

JAZ: 'What a bore.'

MATT: 'Bleugh!'



DESIGN JAZZA A NEW RUGGER SHIRT WIN A SUPER FAMICOM!

When it comes to fashion, only one item of clothing appeals to our editor Jazze Rignall - rugby shirts. He has one for every occasion, and his huge collection includes the likes of Uanelli, Leeds RLFC, St Helens, Hull KR and Harlequins, alongside a veritable goodie-bag of international shirts! So what has all that got to do with this competition? Well, we want you to design Jazza a new rugby shirt. You can make it any colour, and any theme - a MEAN MACHINES shirt, a shirt based around a console game - or just a crazy design that looks brilliant.

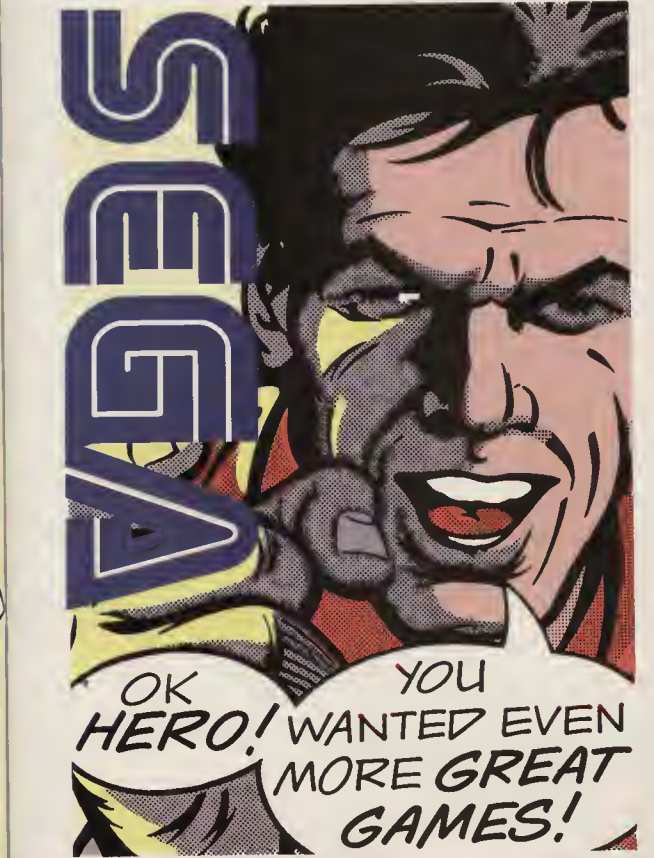
You can either use the outline on this page, or, if you don't want to rip up the mag, copy it - or even draw your own! The place to send your entries is: JAZZA'S AMAZING MULTICOLOURED RUGBY SHIRT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is Jan 2nd 1992 - after that day, Jaz'll look through all the entries and pick the design he likes best - the winning entry will win its sender the Super Famicom! All the best entries will be printed in a future edition of the magazine.

So what are you waiting for? Get your finger paints, crayons, brocs, pans and paints out and get designing..

WIN A SUPER FAMICOM



W E G A



OK
HERO!

YOU
WANTED EVEN
MORE **GREAT**
GAMES!

MASTER SYSTEM

WELL... GO GET 'EM!

SHADOW DANCER



Featuring Shunobu and the mystical nine powers, together with his faithful dog right a battle against evil.

RUNNING BATTLE



The player takes the role of a policeman who must enter the lawless area known as the "Darkzone".

SUPER KICK OFF



The most amazing football simulation in existence! Super-realistic ball movement, mega-fast scrolling and amazing addictive qualities.

XENON 2



The classic space romp. Awarded the title of Shoot-'em-up of the Year following its original release.

POPULOUS



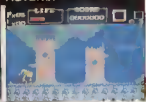
Two tribes are battling for space on a small world. You control the goons. The Master System the poddies!

DRAGON CRYSTAL



Colorful worlds and a thrilling cast of monsters challenge you through thirty levels of labyrinthine.

ASTERIX



The hero of Gaul has come to the Master System! All the charm of Asterix in this great action game.

ALIEN STORM



The earth is under attack from evil aliens. These characters change their form and attack players.

BACK TO THE FUTURE 2



Help Marty McFly return to the future, leaving the past as it was when he arrived.

THE GREAT DIME CAPER



Donald Duck in every kind of danger with a fantastic variety of puzzles and traps!

MERCS



The player takes the role of a mercenary hired by the U.S. government for dangerous missions.

SONANZA BROS



Roam your way through ten different settings as you search for treasure to steal.

SONIC THE HEDGEHOG



This amazing 8-bit game is faster than you can believe, with graphics and gameplay that guarantee it will be a best-seller.

THE FLINTSTONES



Some of the best graphics ever seen on the Master System give the game a great cartoon atmosphere!

KLAX



Intense addictive fun and action as you catch colored tiles hunting down the conveyor ball.

WORLD CLASS LEADERSHIP



Take four golfing heroes and four of the world's most demanding golf courses.

LINE OF FIRE



Travel in jeeps, ships and helicopters as you destroy any enemies that dare to cross your line of fire!



「ファミスタ'90」

MEAN MACHINES

WORLD SOCCER



**SENSATIONAL SEGA
SOCCER SIMULATOR!!**

HARD DRIVIN'!!



**MEGA NINTENDO
RACING ACTION!!!**

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**INCREDIBLE
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NINJA FAIREN
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CONT

MEAN MACHINE

COVER STORY

NINJA GAIDEN blasts onto your screens in a Nintendo beat 'em up par excellence. Check out the full MEAN MACHINES review on page 12.

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MEAN MACHINES 02

PREVIEWS

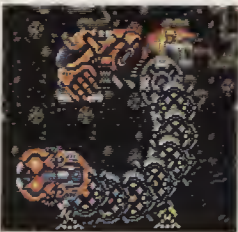
16

MEAN MACHINES looks into the future and brings you exclusive news on incredible new software that'll be hitting your screens soon. This month we're uncovering HARD DRIVIN' on the Nintendo and THUNDERFORCE III on the Megadrive.



NEWS

There's amazing news from the world of MEAN MACHINES - check out the red hot stories.



4



TENTS

ES JULY ISSUE 0

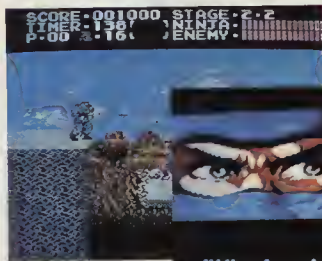
MEGATIPS 10

We reveal all the secrets of that incredible Turbografx blaster, GUNHED, plus there's comic strip tips on the Sega football sensation, WORLD SOCCER



WORLD SOCCER

Play your own World Cup finals on the Sega Master System with this cracking football game.



"Who's there?"



NINJA GAI DEN

Slalk the streets and hack and slash your way through an army of bad guys in this brilliant Nintendo beat 'em up.



NEWS

DOWN THE DUNGEONS

Slashing its way onto a Nintendo screen near you is Mindscape's four-player conversion of the smash Atari coin-op, Gauntlet II. Utilizing either the new NES Satellite or NES FourScore multi-player adapters, up to four players can take part in over 100 levels of medieval mayhem, with loads of monsters, food, potions and traps. And stay tuned Game Boy owners, because Mindscape are also converting Gauntlet II to your machine!



NINTENDO NINJAS

System 3's Last Ninja 2, having been out on home computers for yonks, is soon to be released on the Nintendo, courtesy of Jaleco, but under the title of The Last Ninja (confusing, eh). As you can see from the screen shots it looks rather swish, too. You control Armatum, the afore-mentioned Last Ninja, in his seven level hunt through modern-day Manhattan for the evil Shogun. No information on price or release date as yet, but as soon as we have any more news, we'll let you know.



WHAT'S IN DE INDY GAME?

Indiana Jones is back (with his Dad) on the Nintendo and Sega. Taito are working on the Nintendo version of Indiana Jones and the Last Crusade which is of course based on Indy's last Nazi-bashing adventure. Their game features "life-like animation", music from the movie, lots of digitised pictures, and six different arcade and puzzle sub-games.

British software house US Gold are programming the Sega Indy game which will be along similar lines to their home computer versions, with lots of platform-jumping, Nazi shooting, rope-swinging, whip-cracking action to keep Master System owners amused.



IREM'S HERO ON NINTENDO

Irem, creators of the R-Type saga, have recreated their cutesy coin-op, Legend of Hero Tombo, on the Nintendo. The princess has been captured by the evil emperor and little Tombo has to sally forth to rescue her. As you can see from our screenshots the conversion looks as cute and cuddly as the arcade original, but how it plays is another story, which you'll be able to read when we get our hands on the finished item.

SPORTY SEGA STUFF

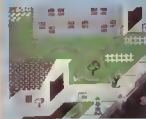
James "Buster" Douglas, the guy who became famous by flopping "iron" Mike Tyson, is soon to be featured in a new boxing game from Sega for the Master System and Megadrive called James "Buster" Douglas Knockout Boxing. Will it give Buster the chance to punch the living daylight out of Tyson all over again?

Other sports personalities signed up for Sega game endorsements include famed gridiron star Joe Montana, Arnold Palmer (for a golf game), baseball ace, Tommy Lasorda and the very tall Pat Riley, who will feature in Sega's basketball simulation.



MORE MINDSCAPE MIRTH

As well as their NES conversion of Gauntlet II, Mindscape's US programmers are also working on Nintendo conversions of other classic arcade and home computer games.



Paperboy is based on the Atari coin-op which stars a newspaper delivery boy, dropping drunks and cars on his daily round. You can also expect an NES conversion of Atari's classic burn-up-the-highway game, Road Busters. The other conversions are of old Atari/Commodore 64 titles, such as MULE (classic space trading game), The Last Starfighter (marketed as a license of the computer-generated 1984 movie of the same name, but is actually a conversion of the excellent British shoot 'em up, Uriidium) and Infiltrator (old combat simulator cum arcade adventure).



REVIEW

WORLD SOCCER



▲ England's midfield begin their attack on the Japanese goal.



▲ A goal-den scoring opportunity - get that bicycle kick into action!

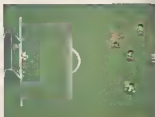
OVERHEAD KICKS

A very useful tactic to learn is the overhead kick, especially when the keeper has just kicked the ball out of the area. Keep your finger on the kick button and blast it back at the keeper - if you use the banana swerve arrow you should be able to kick it right into the goal!

Sad that the World Cup is now over? Well, take heart, because here's a Sega game that lets you recreate your very own World Championships in the privacy of your own front room. Options at the start of the game let you choose a one or two-player game. If you choose the one-player game you then have to pick your team, from a choice of eight, and a computer team to play against. Then it's onto the game itself.

The action is played over a horizontally scrolling pitch. You control the player nearest the ball and are able to dribble, kick, pass and do overhead kicks and banana shots. When the opponent is on the ball you're able to slide tackle and, if you time your challenge correctly, regain possession.

The object, just like real football is to outscore your opponent! If you win your team is presented with a cup - there are no prizes for losers!



▲ And it's there!!



▲ Passing play helps to take apart the opponents - so keep the ball moving.



THE TEAMS

There are eight teams to choose from: Argentina, West Germany, France, Brazil, England, Italy, USA and Japan. Each has its own skill levels, so if you play the worst team, say Japan or USA, with the best, Brazil, you'll stand a better chance of winning. This means that you can make the game more challenging by choosing a poor team like Japan and playing one of the best teams - which requires much better skills to win!



▲ Seconds from kick off and already on the attack!

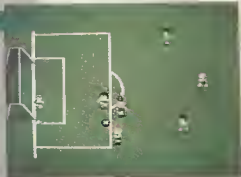


PASSING PLAY

Keep your opponents taxed by constantly passing the ball. This helps you break through their defence and get a good clear run on goal. As soon as you're in a shooting opportunity, let rip with a super banana shot and beat the goalie!



▲ The keeper kicks the ball out - see if you can shoot it straight back!



MEGA GAME COMMENT



JULIAN

I'm a very keen football fan and welcomed this Sega game with open arms. It's very similar in looks and play to Sega's World Cup Soccer arcade machine, with chunky, almost cartoon-like players running around the smooth-scratching pitch. Control is excellent, with a variety of moves available to the player - my favourites are the overhead kick and the spectacular whopper banana shot. The game is pretty challenging, especially when you're playing against Brazil, but it's best appreciated when there are two human players battling together. If you're a Sega-owning football fan, make sure you don't miss this.

SEGA

REVIEW

WORLD SOCCER

BY: SEGA

PRICE: £29.99

RELEASE: OUT NOW

FORMAT:



CONTROL:



PLAYERS:



GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: ONE

RESPONSIVENESS: GOOD

PRESENTATION 85%

One or two-player game and penalty shoot-out contest

GRAPHICS 82%

Decent sprites and the smooth-scrolling pitch is nicely drawn

SOUND 68%

Reasonable tune, but doesn't really suit the action. Solid effects.

PLAYABILITY 89%

Mastering the controls takes a bit of practice, but it's all fun from the start.

LASTABILITY 88%

The computer teams are reasonably challenging, but it's the two-player option that makes this fun to go back to time and time again.

OVERALL 87%

A thoroughly enjoyable football game which offers all the thrills and spills of the real thing.

► England are two up and onto another famous victory!



PLAYER 1



02 - 00



▲ It's all over, and the captains shake hands, sportsmen all the way!

PENALTY!!!

If, at the end of full time, the game is a draw you get to a penalty shoot-out situation where both you and your opponent have five penalty kicks apiece. Outscore him and you win - fail and you're out! Penalties are quite tricky to master, but fortunately there's an option on the title screen that lets you practice. Make sure you do, and you should become unbeatable!!



▲ Penalty! Take your time and shoot to the top left or right!

PENALTY TIPS

Taking penalties is tougher than it seems - especially against the incredibly good computer goalie. The best thing to do is take your shots to the top left or right of the goal - that way you'll stand a better chance of beating the keeper.



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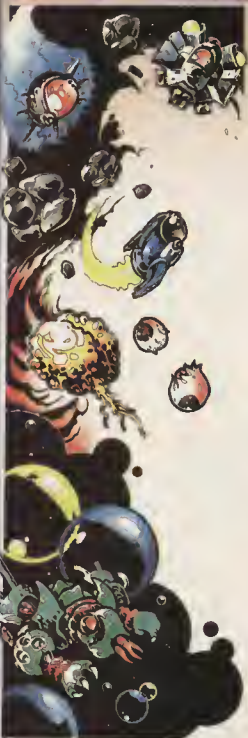
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AERIAL ASSAULT



GUNHED

TIPS

MOTHERSHIPS



LEVEL ONE

Watch out for this beast's lasers - otherwise he's a doddle.



LEVEL TWO

This is dangerous only when his legs open and lasers beams pour out - just keep blasting.



LEVEL THREE

Dodge or shoot the spiders and keep on shooting at the big baddle.

WEAPONS



PHOTON TORPEDOES

Not bad, but when at all breaks loose on later levels they simply are not powerful enough to help you survive.



DESTRUCTOR WAVE

Possibly the best weapon for general destruction, especially on higher levels when there's loads to blast.



LASERS

The most powerful weapon, but there's a short pause between blasts which can be dangerous.



RING BLASTERS

On the whole, the worst weapon. They protect your ship a bit, but are useless when the going gets tough.





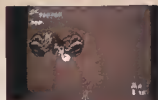
TIPS

GROUND ATTACK



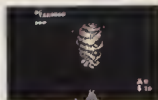
LEVEL FOUR

Just be careful of this bad-die's green balls (ao-er) and keep those losers blasting



LEVEL FIVE

When the dragons appear, dodge their bullets and let rip with your guns.



LEVEL SIX

Watch for the spinning projectiles slip underneath when all is clear and blast like crazy.



LEVEL SEVEN

This one takes a lot of beating. Once you've destroyed his laser turrets, go for his rocket launchers



LEVEL EIGHT

Nasty skull! He spits bubbles - avoid them and continuously blast him.

HOMING MISSILES

Reasonably useful to take out attacking ships, but there are better power-ups than this

MULTI-BODY

Adds vital extra firepower to your ship and makes mincarnal out of end-of-level baddies

SHIELD

The best, because it allows you to take several hits before you explode

FIELD THUNDER

Breadful - a sort of homing laser that lies around the screen and leaves you completely exposed



PREVIEW

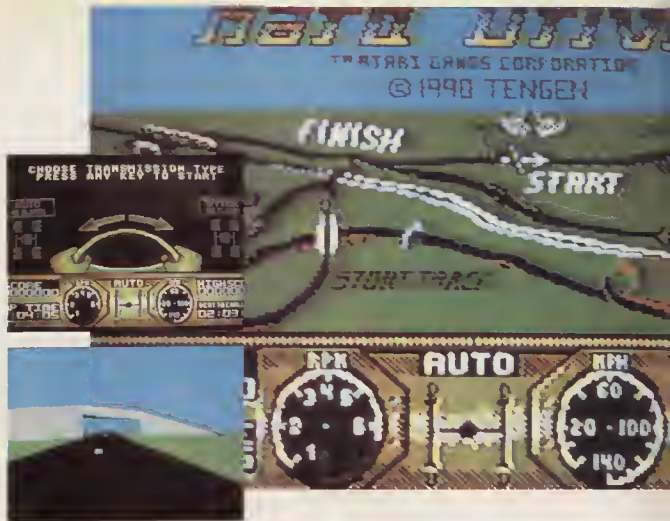
HARD

DRIVIN'

Coming soon to the Nintendo is Hard Drivin', Tengen's conversion of Atari's brilliant racing coin-op.

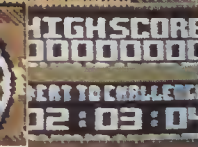
Many thought that the original arcade machine's tiled 3D graphics which are used to portray the first person perspective action would be virtually impossible to convert to the Nintendo, but programmer Mark Morris has surprised the cynics and come up with a system that runs them smoothly at very high speed - a first on the Nintendo! The end result is a game that looks and plays very similarly to the original machine.

It's hoped that the finished game will incorporate several different tracks and will also feature the Phantom Photon, a ghost car which challenges you to a one-on-one race around the track if you manage to match or beat the record time. So far Hard Drivin' is looking very promising indeed. We'll be bringing you a full review of the game as soon as it's finished.



THE COIN-OP

Atari's revolutionary 3D coin-op appeared in the arcades during spring last year, and quickly became one of the most popular arcade machines of all time. Its freedom of movement and "real world" environment, coupled with its amazing stunt and speed tracks and "real" car controls and handling resulted in very original and highly playable coin-gobbler. If you haven't played it yet - check out on arcade and make sure you do!!!



HARD DRIVIN'



BY: TENGEN
PRICE: \$TBA
RELEASE: MID 1991

LEARN TO DRIVE

Originally, Hard Drivin' was developed as a machine to help learner drivers get used to controlling a car before they actually went out on the road. However, the designers soon realised that it would be much more fun (and make for more money) if they turned their creation into an arcade machine, so they beefed up the car to make it perform like a top sports car, and added all sorts of wild 'n' wacky features to this track, such as stunt jumps and high speed banking! The result was one of the most enjoyable race games yet seen in the arcades

FORMAT:



CONTROL:



PLAYERS:



NINTENDO

新戰場



REVIEW



Ryu, Ninja extraordinary, has just discovered that his father has been killed by his arch rival. Stopping only to pick up his Massa, he goes off to get his revenge.

The mission involves travelling deep into the heart of enemy country across a series of long horizontally scrolling landscapes. Each level is packed with baddies, and Ryu has to run, slash and jump his way to victory, making sure that his energy bar isn't completely worn down by enemy hits, and taking care not to fall down the many bottomless pits that are scattered across the scenery.

At the end of each level is a big guardian, who Ryu fights until either he, or the baddie is dead. At the end of the final level is Ryu's arch enemy, and there they have a duel to the death. Will Ryu avenge his father's death? That's up to you.

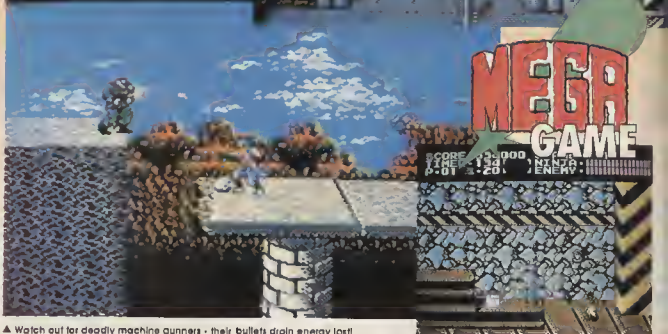
NINJA

▼ Ryu can climb onto walls and sign posts to get to higher platforms!

SCORE: 001000 STAGE: 1-1
TIMER: 1:27 (5) NINJA:
P-02 3-20 (5) ENEMY:



SCORE: 001000
TIMER: 1:38
P-00 3-16



▲ Watch out for deadly machine gunners - their bullets drain energy fast!

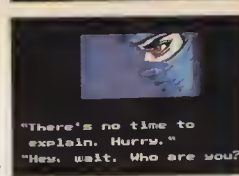
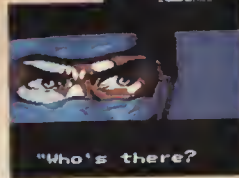
MEAN MACHINES 12

GOLDEN



THE NINJA STORY

At the beginning of every level, a chapter of the Ninja Golden story unfolds, shown as on almost film-like series of still and animated screens. At the start of the game you see Ryu's father and his arch rival fight together, and then Ryu's discovery of the incident. On level two Ryu enters his arch rival's lair and is then onoes-theitised by a mystery woman, who gives him a strange statue and then disappears, leaving an even greater mystery. The only way you can see the rest of the story, and its conclusion is to battle all the way through the game - it's tough, but it's worth it!!!



▲ Ryu gets ready to tackle high level baddies.

COMMENT



JULIAN

Ninja Golden is very much like a simplified version of the Shadow Warriors coin-op, with the hero running around beating the seven shades out of the baddies and using the backdrop to climb and leap to seemingly inaccessible parts of the screen. The graphics are great, with varied, well-down backdrops and some great splices. A special mention must go to the brilliant cartoon-like intermission screens between levels, which unfolds a mysterious story as you progress through the game. The sound doesn't quite match up to the standards of the graphics, but what's there is atmospheric and suits the action. Speaking of which, the game itself is pretty frantic, with a whole host of baddies to destroy, and some very nasty end-of-level guardians. It seems pretty laugh at first, but once you get used to the combat moves you'll find yourself cutting a swathe through the enemy, swords and shurikens flying! Ninja Golden is a thoroughly enjoyable beat 'em up and is highly recommended to combat fans

NINJA WEAPONS

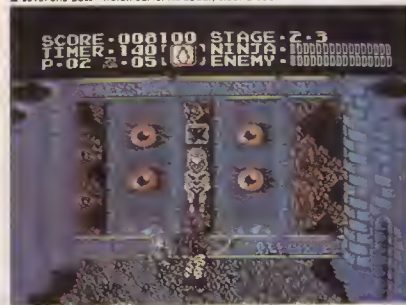
Ryu is able to pick up a variety of extra weapons to supplement his swords. These include shuriken stars, yo-yo style metal plates which fly forward and then viciously spin back, scything all in its path, and Ninja flames, which spin around Ryu and protect by destroying everything that tries to get near him. Unfortunately this magic doesn't last very long, but while Ryu's got it he's practically invincible!



▲ Ryu looks pensive in the cartoon intermission.



▲ Level one boss - watch out for his deadly steel blade!



NINTENDO

REVIEW

NINJA GAIDEN

BY: NINTENDO

PRICE: £39.99

RELEASE: SEPT

FORMAT:



CONTROL:



PLAYERS:



GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: UNLIMITED

SKILL LEVELS: ONE

RESPONSIVENESS: EXCELLENT

PRESENTATION 94%

Superb in-game presentation, with cartoon-style intermission screens which tell you the Ninja Golden story.

GRAPHICS 89%

Excellent in-game graphics and stunning, beautifully animated cut screens.

SOUND 78%

Rocky tune and some good effects.

PLAYABILITY 91%

Tough to begin with, but very addictive nevertheless.

LASTABILITY 88%

Plenty of levels to keep a ninja fan slashin' 'n' dashin' for quite some time.

OVERALL 88%

A superb game, very similar to the Shadow Warriors coin-op. Highly recommended to Nintendo beat 'em up fans.

MEGA DRIVE

SHINING IN THE DARKNESS



More like a movie than a game! A perfect fantasy world for you to explore.

FIRE SHARK



safeguard the destiny of an entire planet by defeating the enemy forces and take your place in history.

JEWEL MASTER



You are the prince of a conquered kingdom fighting against an evil magician for the right to your crown.

F22 INTERCEPTOR



The first true combat flight simulator for the Mega Drive. Fly against targets in Iraq, Russia and North Korea.

MERCS



A fast-paced action game full of blazing weapons, explosions, traps and an army of deadly enemies.

SPEEDBALL II



The broadest future sport to date - fast, furious and totally violent.

CALIFORNIA GAMES



The ultimate fun in the sun with five beach games. You'll feel like you are there!

OUT RUN



You'll really feel the road as you go through every turn, dip and hill imaginable!

THE IMMORTAL



Right in real-time is large close-up view of battle. Enemies can be blown up, burned and electrocuted!

GYMNOUR



Amazing visuals, extreme playability, spectacular effects and stunning sound go for it!

SUPER HYDLIDE



Find the source of the evil force which has taken the world and seal the evil force!

HELLFIRE



Just the best shoot 'em up currently available for the Mega Drive.

KLAX



Totally addictive fun and action as you catch coloured tiles hurtling down the conveyor belt.

STREETS OF RAGE



The game that sets a new standard for action games. More special features and more colorful enemies than any other street bopping game.

PHELIOS



Release the sword of light to its full power, lighting off horrendous monsters and terrifying creatures.

100% FATAL REWIND



Beat it your way to the top of 12 FIVE of Death. Reloaded with hostile life forms.

DECAPATTACK



Oh Frank N Stein has created you to battle a wave of creatures and cut body parts back together!

QUACKSHOT QUEST

Starring Donald Duck



Donald Duck is ready for his greatest adventure ever: a quest for the Great Duck Treasure.

ROBO COD



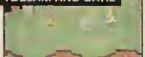
The return of James Pond. Underwater Agent, complete with Robosuit enabling him to survive above land.

BONANZA BROTHERS

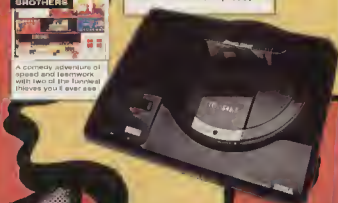


A comedy adventure of speed and teamwork with two of the funniest thieves you'll ever see.

TOEJAM AND EARL



These two aliens travel through strange and twisted levels in time to a rap beat.



GAME GEAR

COLOUR TV TUNER



You've got a portable pocket size colour TV with the Game Gear TV Tuner - watch it!

RECHARGEABLE BATTERY PACK



Now you can get hours of playing power - anytime, anywhere - on four batteries.

CAR ADAPTOR



Hold on! You can even play your games in the car using the Game Gear car adaptor.

GEAR-TO-GEAR CABLE



Competition time! Link two Game Gears together and test your skill - one-on-one!

AC ADAPTOR



Home entertainment! Get an AC adaptor - plug into the 'grid' and save batteries.

THE GREAT DIME CAPER Starring Donald Duck



Donald Duck in every kind of danger possible with a fantastic variety of settings, enemies, puzzles and traps.

OUT RUN



Game Gear puts all the excitement of Sega's best-selling Out Run driving action in the palm of your hand!

SOLITAIRE POKER



You'll never have to shuffle cards or keep score again. Solitaire Poker is also one of everything for you.

HALLEY WARS



One of the most addictive games in a long time combines shoot-'em-up in space with the latest programming.

PUT & PUTTER



Bank shots, water hazards, brendolls and pinball-style bumpers - the craziest miniature golf ever!

WORLD CLASS LEADERSBOARD



Breakmaking golf course graphics with easy-to-use but realistic gameplay.

JOE MONTANA FOOTBALL



The great graphics, strategy and excitement of Joe Montana's play just as well on the Game Gear.

SONIC THE HEDGEHOG



This amazing game is faster than you can believe. Brilliant graphics and gameplay.

SPACE HARRIER



Keep your eyes on the enemies, shoot straight and keep moving! For a Space Harrier, the excitement never stops!

NINJA GAIDEN



Hidden in fiery globes you will find new different items to help you fight your battle.

FACTORY PANIC



This fast-paced puzzle game will make you laugh with pleasure and scream in panic.

WOODY POP



No dentists to rescue no battles to die, just addictive game play for its own sake. Play for its own sake. Play for its own sake. Anything wrong in that?

AXE BATTLER



Now the smash hit arcade action has been translated for the Game Gear. A real sensation!



TO BE THIS
GOOD TAKES
AGES

TO BE THIS
GOOD TAKES...

SEGA

HOT LINES

WIN A SUPER FAMICOM



The Super Famicom is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot phone line. You know the score. Dial away and see if you can win.

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WIN A GAME GEAR



Fancy trying to win one of those portable, colour Game Gear doubloons? Dial up the number above and listen, and you never know. One of those tabboo machines could all be yours!

0839 121 189

WIN A MEGADRIVE

If you've always wanted a Megadrive but have parents who're too stingy to buy one, why not try and win one in this amazingly easy-to-enter comp. Careen the knobs on your phone, dial up and listen...



0839 121 140

WIN A GAMEBOY



What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of course! It's the greatest thing since dusted monkey ass, and one of those pocket-sized wonders could be yours if you win the comp on this line.

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Want to try and win enough games to fill your Y-fronts to breaking point?

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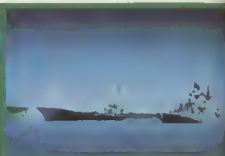
ALL FORMATS

MEAN MACHINES 110

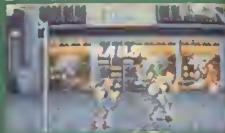


MEGADRIVE

- 1 ▲ STREETS OF RAGE
- 2 ▼ EA ICE HOCKEY
- 3 ▲ ROAD RASH
- 4 ▼ SPIDER-MAN
- 5 NE DECAPATTACK
- 6 ▼ ALIEN STORM
- 7 ▼ SONIC
- 8 ◀ FLICKY
- 9 ◀ 688 ATTACK SUB
- 10 ▼ FANTASIA



▲ 688 Attack Sub surfaces at number nine.



MEGADRIVE

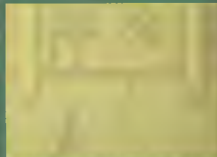
Hmmmm. Decapattack is the only new release to hit the Megadrive chart this month. EA Hockey and Streets of Rage ewep positions, while almost everything else loses one position. Strange

category: "Action/Adventure"

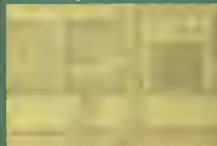


GAMEBOY

- 1 NE DUCK TALES
- 2 ▼ SUPER MARIOLAND
- 3 NE F-1 RACE
- 4 ◀ SPIDER-MAN
- 5 ▼ TURTLES
- 6 NE BUGS BUNNY
- 7 ▼ DOUBLE DRAGON
- 8 NE GOLF
- 9 ◀ WORLD CUP
- 10 NE FORTRESS OF FEAR



▲ Double Dragon kicks butt at number seven.



GAMEBOY

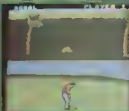
Check out the first official Nintendo Gameboy top ten! Duck Tales arrives in the charts - straight at number one! The deserving F-1 Race finally makes the chart, arriving at number three. Spidey's still selling strong, holding its own at number four!

NINTENDO: Mario III
 GAMEBOY: Duck Tales
 MEGADRIVE: Streets of Rage
 MASTER SYSTEM: Sonic



SEGA

- 1 **NE** POPULOUS
- 2 **NE** SPEEDBALL
- 3 ▼ SPIDER-MAN
- 4 ▼ LEADERBOARD
- 5 ▼ PACMANIA
- 6 **NE** FORGOT N WORLDS
- 7 ▼ DYNAMITE DUKE
- 8 **NE** GAUNTLET
- 9 ▼ IMPOSS MISSION
- 10 ▼ PAPERBOY



SEGA MASTER SYSTEM

A very healthy 8-bit Sega chart. Populous takes Spidey's number one spot, relegating the web swinger to number three. Speedball and Leaderboard are doing very well indeed, while Capcom's Forgotten Worlds sneaks in at number six.



▲ Leaderboard

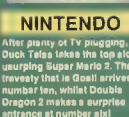
▲ World Class action at number four.

▲ Web-swinging Spidey is at number three.



NINTENDO

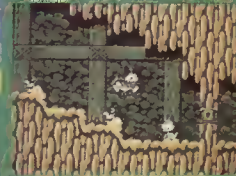
- 1 ▼ DUCK TALES
- 2 ▼ SUPER MARIO 2
- 3 ▼ GREMLINS 2
- 4 ▼ DOUBLE DRAGON
- 5 ▲ SUPER OFF-ROAD
- 6 **NE** DOUBLE DRAGON 2
- 7 ▼ KONG CLASSICS
- 8 ▼ PUNCH OUT
- 9 **NE** WORLD CUP
- 10 **NE** GOAL!



▲ Duck Tales is highly popular on all Nintendo formats.

NINTENDO

After plenty of TV plugging, Duck Tales takes the top slot, usurping Super Mario 2. The travesty that is Goal! arrives at number ten, whilst Double Dragon 2 makes a surprise entrance at number six!



THAT WAS THE YEAR THAT WAS

1991 was the year that consoles blew everything away. Jaz Rignall looks back at the highlights and the lowlights of the past twelve months...

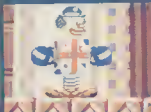
ISSUE 4 JANUARY



The New Year started with Megaman II on the cover and deservedly so. Its 95% score was the highest yet for a Nintendo game, and the team raved about its amazing platform action. In fact it was a good month all round for Nintendo owners. Probotector, a great conversion of Gyrzor weighed in with 73%. Pinbot, the first ever licensed pinball game scored a mighty 90%. Snake, Rattle 'n' Roll, a brilliant, original game in which eating nibbly pibbles is the order of the day got a well-deserved 94% and Ivan 'Ironman' Stewart's Super Off-Road Challenge (surely the winner of the Longest Game Name Award 1991) was given 84%. On the Sega front, Michael Jackson's Moonwalker danced in with 80%, the conversion of Gain Ground (the coin-op nobody had ever heard of) scored a feeble 62% and Mickey Mouse - the game Sega owners had been waiting for - waltzed off with 93%. The Megadive scene was very quiet, with only Moonwalker (61%), Hard Drivin' (a half conversion that scored only 51%) and the jolly, simultaneous two-player up-the-screen blaster Battle Squadron (85%) to shout about. In January we were still covering the crap Amstrad GX4000 console. However, it was the last issue in which we did, and the doomed machine bowed out with Gazzza's Football (76%) and the excellent Switchblade (91%). Finally, the Gameboy had a superb month, with the puzzle game Pipedream (87%), Fortress of Fear (80%), the conversion of the classic coin-op Pacman (80%), and web slinger Spiderman (85%) to cheer about.

ISSUE 5 FEBRUARY

Final Fight graced the cover, to go along with our complete Super Famicom preview which gave a taste of some of the delights to come later in the year. Having had a rather poor month previously, Megadive software bounced back in February in a big way. The exceptional arcade adventures, Mickey Mouse, was awarded a massive 95%; supporting acts were found in the form of ESWAT (67%), Crackdown (84%) and the rather whiffy Sword of Sodan, which could only manage a miserable 59%. The Master System didn't do too badly either. On the surface, Speedball's mark of 79% looks a bit disappointing, but Imageworks recalled the game after our review and made the computer opponent tougher - something we strongly



▲ One of the nastiest baddies from Mickey Mouse.

criticised in the 'finished' version we had. The end result was a game which, if we re-reviewed it, would get 87%. Dick Tracy popped his head up and got 77% and the sad, retarded Cyber Shinobi shuffled in with a naff 58%. Four Nintendo games were reviewed: Gremlins II (87%), Rascus (41%), Ghostbusters II (57%) and the brilliant puzzle game, Dr Mario (88%). Dr Mario also appeared on the Gameboy (67%), alongside the poor Monster Truck (65%) and Sural Fighter (83%).

ISSUE 6 MARCH

Duck Tales was on the front this month, the game scoring a creditable 90%. Gauntlet II also scored a big nine-oh. But it was definitely a month of two halves for Nintendo owners, with Nintendo World Cup Soccer letting the side down with a dreadful 33% and the scabrous conversion of the Paperboy coin-op doing even worse with 30%. It was a month of blasting games as far as the Megadive went, with Aeroblast (80%), the impressive-looking and very challenging Gynoug (88%) and Dynamite Duke (78%) providing the shooting action. The Master System had three new games - the disappointing Strider (67%), Dynamite Duke (79%) and the simple, but addictive Pacmania (80%). We also did a classic review of California Games, which scored a gloriously 93%. Finally the Gameboy reviews consisted of Chase HQ (a very sad 42%), Robocop (72%) and Conira (a whopping 91%).

▼ Duck Tales: cover material for issue six!



MEAN MACHINES



▲ Some items: throwing action from *Midnight Resistance!*

Sonic was here at last! In our exclusive preview, we spilled the beans on what was to become the biggest-selling Megadrive title yet. Also on the Megadrive scene were five other great games - James Pond (79%), Afterburner (90%), Days of Varmillion (82%), Darius II (83%) and *Midnight Resistance* (84%). Nintendo's offerings varied wildly in quality from fairly good (*Ironsword* (77%) and *Burnt Fighter* (79%)) to completely cack (*Days of Thunder* (39%)).

ISSUE 8

MAY

THE SUPER-SONIC CONSOLES MAG

MEAN MACHINES

£1.75

NO 6 MAY

THIS MONTH'S SPECIAL



▼ Afterburner 2



ISSUE 7 APRIL

The Simpsons burst onto the MEAN MACHINES front cover in April, to go with our exclusive preview.

Another first was *Actraiser* on the Super Famicom, which was awarded 91%. Heavyweight Championship Boxing on the Master System wasn't so hot, and got a very average 46%. *Golden Axe Warrior* was another poor release, its tedious role-playing action only meriting a lousy 40%. *Ghouls 'n' Ghosts* wasn't so bad, though (80%), and the classic review of *R-Type* (92%) helped brighten things up. *Dick Tracy* appeared for the second month running, this time on the Megadrive. 82% was his final score, which was better than Joe Montana, whose American football game scored only 69%. There were two other Megadrive sports games reviewed, *PGA Tour Golf* (a brilliant sim which deserved all of its 91%) and *Super Real Basketball* (83%). Nintendo releases were thin on the ground, but both were good: *Turbo Racing* lapping at 80% and *Rad Gravity* scoring a groovy 2% more. *Balloon Kid* (51%), *Bomber Boy* (81%), *Revenge of the 'Gator* (81%) and *Kwink* (85%) were the Gameboy releases of the month.

Their two Gameboy releases were better, though, with *Turtles* scoring 86% and *Cheesmaster* coming in with an enormous 96%! If you owned a Master System, the most interesting game of the month was the golf simulation *World Class Leaderboard*, which achieved 92%. Joe Montana's football only scored 65%, but *Galaxy Force* was rated 85% in its classic review. Finally, the Super Famicom showed us it could do some incredibly neat tricks with *Plootwings*, which scored 90%.



▲ Plootwings

ISSUE 9 JUNE

THE ULTRA CONSOLES MAG!



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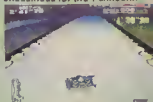
ULTRA
MAN
THE ULTIMATE
INSIDE!!
XENON II
GREMLINS
BOULDER
DASH
SOLSTICE
WRESTLE
WARS

Only a select few in Britain know who he is, but in Japan he's one of the biggest stars on TV - Ultraman, who graced the cover of the June issue. His Super Famicom game only scored 77%, but became a cult classic (I still love it!). The brilliant F-Zero was also reviewed on Super Famicom, and was rated 90%. There was only one Sega game this month, Forgotten Worlds, and it was disappointing to say the least, creeping only 62%. Megadrive software was a mixed bunch: Wrestle Wars (88%), the excellent 3D puzzle game Block Out (91%), the RPG Kings Bounty and the baseball game Hardball, both of which scored 80%, Solstice (85%), the wonderful-sounding A Boy and His Blob (91%) and Super Spike Volleyball (83%) made up the Nintendo contingent, and Boulderdash (90%) and Gremlins II (80%) provided the

Gameboy fun and trolleys for the month.



Ultraman provided cult cheesiness for the Famicom!



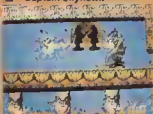
Famicom F-Zero



Super Spike Volleyball allowed up to four players to participate at the same time!



Captain Skyhawk



Gary went bonkers over Wardner


ISSUE 10 JULY

Shadow of the Beel burst onto the cover in July Eeek! How twily frightening! At least it provided some Master System cheer, 'cos there was little else to get excited about unless you were turned on by the 77% Sage Chess review. The first Game Gear review appeared this month - GG Shinobi, which whacked up a scorching 90%. There was one Super Famicom game, Sim City (94%), two brilliant Nintendo games - megablaster Captain Skyhawk (91%) and 80%-rated Shadow Warrior (which is also known to arcade players as Ninja Warriors) - and one crap one, Jack Nicklaus Golf (48%). However, it was the Megadrive that proved dominant this month, with no less than seven releases: the long-awaited Sonic the Hedgehog (92%), Star Control (86%), Might and Magic (80%), Wardner (84%), Zero Wing (91%), Fairy Tale Adventure (81%) and Bonanza Bros (82%). Wow!

UN Squadron is still the best Famicom blester!



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ISSUE 11 AUGUST



As the weather got hotter and hotter, we cooled off with a cover devoted to Megadrive EA Hockey, which proved to be the game of the summer with a massive rating of 85%! Other Megadrive games in this issue, in which we listed no less than 313 new console releases displayed at the June CES Show in Chicago, were 688 Attack Sub (84%) and the brilliant-looking but ultimately unchallenging Alien Storm (71%). Master System owners finally had something interesting to play in the form of Spiderman (87%), and we also provided some cheer with a classic review of Psycho Fox (90%). Nintendo owners had Kabuki (90%) and Boulderdash (92%) to consider buying, and Shadowgate (28%) - the lowest MEAN MACHINES mark yet) to laugh at. Rounding up August were Hunt for Red October (90%) and Snow Bros Jr. (79%).

Ice Hockey had Jax 'n' Rich hooked for eggs!



Alien Storm was very playable, but just too easy!



Kabuki brought evil with his hair style!

ISSUE 12 SEPTEMBER

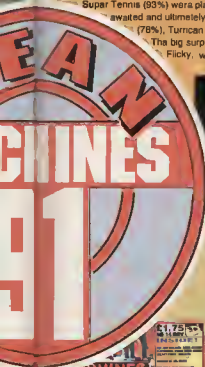
Mickey Simon from UN Squadron made an appearance on the September issue, which was filled with good news as far as Super Famicom blasting fans were concerned. UN Squadron scored a mighty 84% and Super R-Type notched up 90%. More shooting action was found on the Gameboy with Choplifter (90%) and on the Master System with the utterly crud Ace of Aces (29%). Nintendo fare wasn't outstanding this month. Isolated Warrior was tops with 80%, Battle of Olympus was next with 79% and the pustulent Goall 'scored' a comic 33%. Apart from the very disappointing sequel to Mickey Mouse, Fantasia (61%), Megadrive players had some great games to choose from. Racing fans had the brilliant Road Rash (91%), platform players had Spiderman (90%), Star Flight, an arcade adventure/trading game/shooter set in space scored a massive 94% and the whoppe best 'em up Streets of Rage (90%) showed that Megadrive owners didn't really need Final Fight.



ISSUE 13 OCTOBER

We had plenty to celebrate in October. First of all, it was our 1st birthday! And, secondly, the magazine sold so well, we ended up having to print more to meet the massive demand! Wahay! Mario was on the front cover, and appeared inside too as we revealed his history in a four-page special and reviewed Super Mario III, which got the highest mark yet awarded in MEAN MACHINES - a ginormous 96%. Other Nintendo games under scrutiny were Marble Madness (85%) and the excellent Galaxy 5000 (91%). The graphically stunning Xenon II waved the Master System flag with 84%, and Double Dragon II (81%) and Caesar's Palace (91%) gave the reviewers plenty of Gameboy fun. On the Super Famicom, the wild 'n' wacky Goemon Warrior (92%) and spiffing

Super Tennis (93%) were played and loved by all, and on the Megadrive, the long-awaited and ultimately disappointing Outrun (69%), Mika Dika's Power Football (78%), Turrican (73%) and Thunderforce II (86%) made up the numbers. The big surprise of the month was the crap-looking but mega-playable Ficky, which was rated 92%!



ISSUE 15 DECEMBER



▲ Sonic 2: expect it sometime in 1992!

Rather than dwell on this month, which you can see for yourselves by glancing through this veritable jamboree issue, let's look at what 1992 promises to bring. On the hardware side, the Megadrive CD-ROM player should be arriving at importers in large numbers in very early January - there's no news of an official launch yet. The Super Famicom CD-ROM is another no-news launch, although it's expected to appear sometime during next autumn. The Super Famicom itself is rumored for an official European launch in late September - we'll be there to cover it. NEC, makers of the PC Engine, have a new, 'totally unbelievable' machine under development which will be unveiled later on in the year, and Atari have the impressive-sounding Jaguar pencilled for a mid-1992 launch. Software should get better and better - Sonic II, Mario V, another WWF game, Streetfighter II, Star Wars, The Empire Strikes Back, Terminator II, Donald Duck, Smash TV, Lemmings, Megadrive Kick Off and Aliens III are just a few of the highlights of an enormous list of forthcoming games. The message certainly seems to be that if you thought 1991 was a great year for consoles, you ain't seen nothin' yet!



▲ A new WWF game on the Famicom next year!

ISSUE 14 NOVEMBER

Last month, as you should be able to remember, unless you've been hit around the head with a baseball bat, had F-22 (93%) on the cover. The other Megadrive games were Immortal (90%), Fatal Rewind (83%), Klax (84%), Toe Jam and Earl (87%) and Shining in the Darkness (68%). Nintendo releases were WWF Superstars (80%), Kickie Cubicle (72%), Power Blade (88%), Low-G Man (84%) and Top Gun II (51%), while the Master System had the utterly mega Kick Off (96%) and Shadow of the Beast (80%). The single Gameboy release was the Simpsons (85%), and on the Super Famicom we had two extremes - brilliance with Super Ghouls 'n' Ghosts (94%), and shoddiness with Pro Soccer (55%).



RADION MEGACOMP! WIN A GAME GEAR AND THREE GAMES!

When it comes to cartoon fun and japes, Radion is the greatest! Well not quite - but his work was hilarious enough to get him a place on the MEAN MACHINES team. Anyway, since it's Christmas he's decided to knock together a special festive comic strip. The problem is he's had a bit too much of the old 'Christmas cheer', and has forgotten to put the words in. Doh!

This is where you come in. What we want you to do is write your own script. Be funny. Be witty. Be silly. Or be a completely miserable git. We don't care, but if you are your chances of winning will be slimmer than the winner of last year's International Anorexia Competition.

Send your entry to **MAKE SURE YOU'VE GOT A CHANGE OF KNICKS BEFORE READING THIS. MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU**. As with all the competitions this month, the closing date is 2nd Jan 1992. Red will personally read all the entries himself, and the one that makes him literally pee his pants with merriment (or the nearest one that does) will win its sender a fabbo Game Gear and three games! Wowzor - so get your special hilarious trousers on now and get writing!



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REVIEW

SHADOW OF THE BEAST

Life isn't very enjoyable when you're the Beast - the perfect fusion of man and animal. Indeed, life just seems to consist of doing the Beast Lord's lout bidding, using your superior strength and agility for the cause of evil.

One day everything changes. Distant memories of your days as a human child resurface and show Meleloth the Beast Lord as the being responsible for the death of your family. All at once you remember what it was to be human. You realise how your life has become warped by the Beast Lord. Now, armed with the knowledge of the past, you must construct your future - and that future shall begin with the destruction of the Beast Lord. With him dead, his spells should break - turning you back into human form.

What all this boils down to is a quest spread over six scrolling levels. Your objective is to track down Meleloth and make sure he kicks the bucket. However, realising that he no longer controls your mind, Meleloth has dispatched every beast he still controls in order to bring about your demise. It's your job to defend yourself against these demonic minions. Added in with the basic beat 'em up gameplay are a few puzzle elements. These are herdy brain-busting, but add some verve to the gameplay. For example hitting a lever early on in one level switches off an energy field blocking your route later on.

It's a long and arduous voyage ahead of you, but you're the Beast and you're hard!



BEASTS

Your beast is pretty big and loud, but he's comparatively small and weedy compared to some of the beasts Meleloth the Beast Lord has in store! A big orb-throwing gargoyle is your first target, along with a massive skeleton who attempts to crush the very life out of you. And go right from the game's starting point and you run the gauntlet of massive enemies including, of all things, gargantuan toads!



These bats arrive at different heights, making them difficult to hit.



Inhabiting the underworld, these massive insects are your first worry.



This jumping demon inhabits the first level. Beware of his grepping arms.



These legions of poisonous creatures infest the underworld.



This creature lurks inside a stone statue. Break this open and engage in combat!



These denizens of the underworld are armed with massive cleaving swords.



Another level one means that tends to creep up on you and sleep you about!

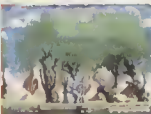


BEAST COMBAT

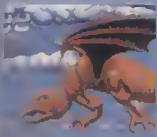
The Beast only has two natural forms of offense - a punch and flying kick, both of which dispatch most sprites with just one hit. However, later on, the Beast is endowed with different forms of weaponry. First he's granted a special beam weapon. Later on, he's given a rifle and jetpack and the game becomes a horizontally scrolling shoot 'em up!



▲ The Beast reaches the castle at the end of the surface level. However, it's very dark inside so be sure to collect one of the torches located on the outside of the castle. Once inside, more terror awaits...



This Orb Guardian requires several hits. Beat him and laser powers are yours.



Dragons fly overhead on the first level, dropping bombs on you from a great height!



COMMENT



RICH

The Master System version may have had more objects to play around with, but this Megadrive conversion has something going for it that's far more valuable - it's a lot more playable. The action is really simple to get into and the control method is good and responsive. The variety in all of the levels makes the game that much more compulsive to play. Shadow of the Beast has its faults though. The simple nature of the combat is really off-putting. Just about every foe falls to one punch or flying kick, and the puzzle element is just too simple to be seriously considered. As a game that shows off what your Megadrive can do, Shadow of the Beast is a great example.



REVIEW

THE ORIGINAL
BEAST

Paygnosis were certainly on to a winner when they released *Shadow of the Beast* on the Amiga. Utilising just about every graphical trick in the book, they created one of the most spectacular visual feasts yet seen in a home video game. A sequel followed, the disappointing *Beast II*, whose graphics were actually far worse than the original! *Beast* has been converted to many systems, including the Sega Master System (courtesy of Tecmagik). That version was reviewed last issue and scored 80%.



COMMENT



At first, this seems a bit dull - there are only two combat moves and virtually every baddie dies at the first hit. However, the more you play it, the more you get into it. It's not really a beat 'em up at all - it's an exploration game, and as such works very well indeed.

JULIAN

The graphics are superb, and you want to keep playing the game to find out what's around the next corner. Things get a lot later on when the beast is endowed with power-ups, and there's a plenty of variety as you attempt to defeat the Beast Lord. If you're after a platform game with a difference, take a good look at this.



BY: EA

PRICE: £44.99

RELEASE DATE: NOVEMBER

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 81%

Little in the way of options, but good in-game presentation

GRAPHICS 89%

Superb, smooth-scrolling parallel backdrops and beautifully drawn end-of-level baddies

SOUND 81%

A fairly atmospheric tune, although it does grate after a while

PLAYABILITY 85%

The easy-to-learn control method makes this a doddie to get into...

LASTABILITY 71%

...and there are six huge levels to explore, giving plenty of lasting appeal

OVERALL 82%

An original and entertaining exploration game with plenty of neat features

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REVIEW

It's tough when you're a prisoner of war, unless of course you find a secret mega-powerful machine gun stashed in your cell! Once in possession of this powerful weapon, it's simplicity itself to shoot your way out of prison and commandeer a jeep to get you home. This rather improbable set of circumstances are thrust upon you in Sega's conversion of their arcade blaster, *Line of Fire*.

However, the enemy forces want their gun back and they're not afraid to shoot you into oblivion to get it! This means you take on the entire opposing army single-handedly with nothing but your machine gun and a stack of missiles to help you. After all this destruction, there's still a massive guardian awaiting you at the end of each level! Blast this out of the known dimensions and more of the same machine-gun based violence awaits you on the next stage.

The Master System conversion of *Line of Fire* differs somewhat from the coin-op. Whereas the arcade machine was a 3D Operation Wolf-style first person perspective machine gun game, this version is an up-the-screen blaster! However, the levels, enemies and guardians themselves follow the coin-op quite closely.



Bridges are easy targets for your battle dinghy!



The jeep has a massive shell-ape-will cannon!



SHOOT YOUR LOAD

There are two types of weapon in *Line of Fire*. Your machine gun disposes of ground-based forces, such as foot soldiers and tanks and is provided with an infinite supply of ammunition. Missiles are used to destroy flying targets such as bombers and helicopters.

LINE OF FIRE

WHAT A BOMBER

Your opponents arrive in many and varied forms. There are standard troops who shoot at you with their rifles, other jeeps armed in a similar fashion to yourself, twin tanks, helicopter gunships, dive-bombers, frogmen and even fully-armed battleships!



The Master System does a pretty good attempt at parallax scrolling here.

COMMENT



I was very surprised when I played *Line of Fire*. Surprised and disappointed. Changing the viewpoint of the game was hardly an intelligent move. *Dynomite Duke* showed that the Master System can handle 3D Op Wolf games, so why waste the license on turning the game into a poor example of a vertically scrolling shoot 'em up?

RAD

On the plus side, the maps of the levels do follow the coin-op quite closely, although the sprites are so small and badly drawn that it's difficult to tell. The game is also very slow and far too easy. The action gets tricky at one point in level two but otherwise any semblance of challenge is missing. Not even fans of the coin-op will enjoy this. In fact I think they'll be the most disappointed.



SEGA

牛詩集

REVIEW



LINE OF FIRE



BY: SEGA

PRICE: £29.99

RELEASE DATE: DECEMBER

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: OKAY



PRESENTATION 52%

Three skill levels, intermission screens but nothing else to speak of.

GRAPHICS 56%

Small and cacky sprites with extra added flicker and dull colours.

SOUND 51%

Bland sound effects and lug-wrenching tunes.

PLAYABILITY 63%

Reasonably responsive but not overly enjoyable.

LASTABILITY 38%

Very easy indeed. Even a spaz with sad gamesplaying skills should be able to complete the game in a hour, even on the most difficult setting.

OVERALL 46%

An utterly mediocre release. Very average gameplay, poor presentation and pitiful difficulty setting.

It's the last train to Destruction Central as the jeep tackles both ground-based and airborne targets!

COMMENT

What a bizarre "conversion" this is! Line of Fire is similar to Enduro Racer in that the first person 3D effect has been altered - in this case to Commando-style vertical scroll-o-vision. However, the actual locations and scenery remain much the same. Unfortunately, much as it pains me to say it, sadness has prevailed in this conversion. The vertical scrolling is slow and jerky and the graphics are seemingly malformed, with badly defined sprites and tedious backdrops. The sound effects and music are similarly bad (in fact, I detest your hand not be to be moved to the volume switch within seconds). The simple gameplay is quite entertaining, but it won't keep you playing for long (in fact it only took me one go to get all the way to the last level). I simply can't recommend this at all. If you've a hankering for Dp Walt-style action, try Op Walt (or Dynamis Duks). Fans of up the screen blasters should check out Xenon 2.

RICH

IS IT A BOAT? IS IT A PLANE?

Escape from enemy territory would be impossible without your trusty jeep, for it is no ordinary form of transport. When faced with ramps, your motor vehicle uses them to fly for a limited period of time, and not even the sea is an obstacle for your dependable four-wheeled friend, as it is capable of transforming itself into a fully operational battle dinghy! The last level of the game sees another Transformer-like change, this time into a fully-functioning helicopter gunship!

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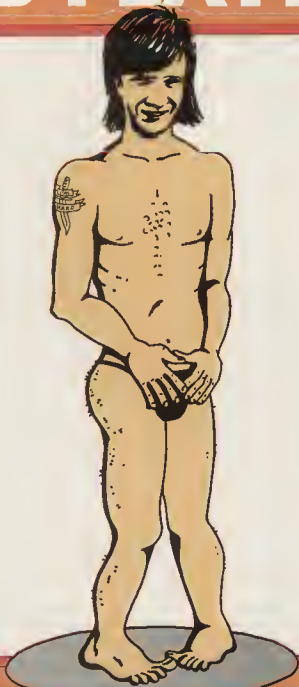
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However, there is a happy end to this unfortunate tale. You see, we've managed to get in touch with Sante Claus, and have persuaded him to bring Gary a fine new outfit for Christmas. The only problem is that Santa's marry helpers need a design - and this is where you come in. Using the accurate portrayal of the boy Harrod, we want you to design a fabulous outfit for him. Use your imagination, and come up with a topper piece of kit that will do our Gary proud!

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GOLO

When time has rolled around again and being a trainee pilot in the Air Force, you are plunged into the thick of it. Many missions await you, with the object being to wreak as much havoc behind enemy lines as possible, destroy their special war machines and reach a high enough rank to keep you on the ground forever.

G-LoC is a cockpit-view 3D shoot 'em up in which the player uses missiles and a high-powered cannon to obliterate the enemy forces on land, sea and air. One point is scored for every enemy vehicle or craft destroyed, and these points are used to buy things at the between-mission shop. But their real value is as decorations: get 160 points and you're elevated to too ranking and are judged to have won the war!



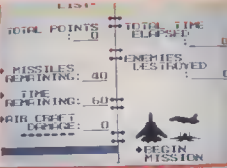
GETTING IT FROM BEHIND

The opposition often attempts to sneak up and blow your plane apart from the rear. If this happens, the view changes and the action is seen out of the enemy's cockpit - you must twist and turn your aircraft to evade the deadly barrage of lead and missiles heading its way.



PASSPORT FRIVOLITY

Between missions an info section appears which briefs you on your next mission and details your successes so far. From here it's also possible to buy more missiles and extra time and also repair your plane. One point buys either one missile or ten extra seconds or repairs a single hit. This allows you to choose your tactics for the upcoming mission, buying time if there are lots of targets, or loads of missiles if there's just one, powerful target.





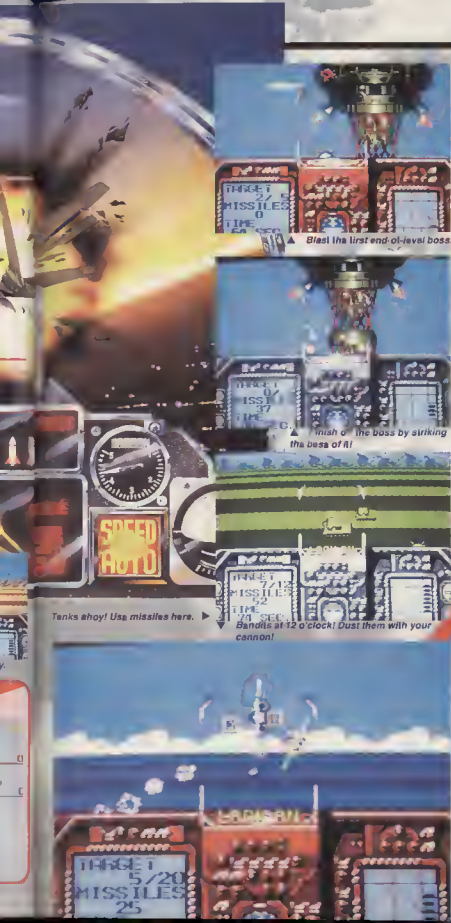
COMMENT



Squeezing the rather awesome arcade game into the Master System was an ambitious project to say the least - but amazingly, Sega have pulled it off! The graphics are neat - there's a little sprite flicker, but the 3D update is fast and convincing. The sound isn't quite so hot however, with some dire tunes that make you want to hide under a blanket.

RAD

What's best, though, is the gameplay. It's best described as what NES Top Gun is should have been, with lots of missions and detailed briefings. The points trade system is a marvellous idea, introducing an interesting strategy element alongside the action. The action is fast and furious, and offers challenge and addiction unmatched by any other Master System 3D shoot 'em up. Potential Top Guns shouldn't miss it.

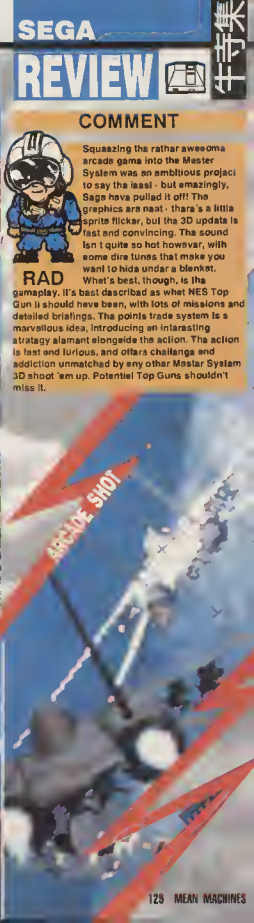


▲ Blast the first end-of-level boss!

▲ Finish off the boss by striking the base of AI!

Tanks ahoy! Use missiles here. ►

► Bandits at 12 o'clock! Dust them with your cannon!





REVIEW

VOM-O-MATIC R360

By far the most impressive version of arcade G-LoC is the R360. This giant, round cabinet in which the player sits is able to turn through 360 degrees in four directions as the player guides his on-screen plane! Needless to say it's great fun, but the big problem is that the machine is so expensive there are only a few permanent machines in Britain - London's Trocadero is the most famous site.



Watch out for the enemy missiles! ▼

COMMENT



RICH

G-LoC is quite a good laugh, with plenty of airborne thrills and spills to enjoy. My biggest gripe with the game must be the fact that it's very hard to dodge missiles (and this isn't down to a lack of skill on my part - they just suddenly seem to appear in front of you from nowhere!). The variety between each level could have been more pronounced, it always seems to be a case of just shooting anything without using tactics of any description. The thing is, even though the game has its limitations, it's still rather addictive and the sheer fun factor will doubtlessly bring you back for more! G-LoC isn't an essential buy, but it sure beats the hell out of Afterburner (and Top Gun II on the NES for that matter!).

I must admit that I was pleasantly surprised by G-LoC. Okay, the graphics are pretty awful and the sound scores very highly in the sadness stakes, but gameplay-wise,



BY: SEGA

PRICE: £29.99

RELEASE DATE: DECEMBER

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: FAB



PRESENTATION 76%

Not many options, but well presented throughout, with fab between-flight screens and menus.

GRAPHICS 79%

Backgrounds lack detail, but there are lots of good sprites and the 3D update isn't bad.

SOUND 58%

Awful tunes that do the game no justice though the effects are a bit better

PLAYABILITY 83%

Very enjoyable and addictive, with a light strategy element to keep the action from getting repetitive

LASTABILITY 80%

Lots of missions keep you up in the air for ages.

OVERALL 82%

A pretty decent Master System blaster that should be checked out by potential fighter pilots as soon as it hits the shelves.



▲ Cannon shots close in!

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STORY

Will those aliens never learn? Once again, they've invaded planet Earth and once again, Earth's scientists have managed to knock together a mega-powerful fighter to repel the evil forces. The trouble is, it's so complex that only one person in the world can pilot it, and - surprise, surprise - that lucky person is you. The world is depending on your blasting skills, so wheel out your space-suit one more time, and ready yourself for yet more xenomorph genocide.

This rather uninspiring story is merely an excuse for another vertically-scrolling shoot 'em up, with a selection of aliens to shoot and a variety of meaty weapons to shoot them with. Can you halt the advance of the alien fiends and then take the battle to the aliens' own homeworld? Well, here's your chance to find out.

DUAL WEAPONRY

There are two main types of weapon in *Raiden*. You start the game with the basic cannon and a high-power laser. When certain enemy vehicles are shot down, they release a weapons pod, which changes colour from red to blue. When the pod is red, your cannon is given a wider shot spread (this can be powered up eight times), and when it's blue, it's replaced by the laser. This meaty piece of hardware can be powered up to a wide-beam mega-laser of doom. Also available are nuclear missiles, homing lasers and alien-melting smart bombs.



THE POWER-UP FAIRY

Like most other shoot 'em ups, the loss of a life in *Raiden Trad* results in the loss of all your special weapons. However, most other shoot 'em ups don't have a fairy godmother who appears at the point of your reincarnation to grant you a random selection of power-ups! This stops play becoming too frustrating, as you're not reduced to the ineffective single-shot cannon, meaning that it's still possible to make progress in the later levels.



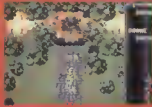
STAGE 2

The ruined metropolis is devoid of people. However, the aliens have taken over and are at this moment building highways for their military supply transports.



STAGE 4

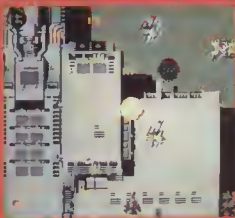
The aliens have converted these ancient ruins into a super hi-tech base. Also, look out for an underground enemy base marked by a mysterious symbol...





STAGE 1

People were enjoying these fine country-side scenes, until the war turned these fine fields into battlefields.



▲ Two massive tanks are found at the end of level one. In order to succeed, just keep to the middle of the screen, at the bottom. Now just blast away!

COMMENT



RAD

First impression of Reiden Tred are none too good. The sprites are poorly defined and lack variety, although the movement and scrolling is very smooth. However, once you get into the game, it's not at all bad. Shoot 'em up are a very tired genre, but this game has a couple of features which raise it a few notches above the average blaster. The random power-ups dished out after the loss of a life make progression through the more difficult stages much less frustrating, and the wealth of power-ups provide great satisfaction in their wide-spread destruction. There aren't many good up-screen shooters, and whilst this isn't an essential purchase, it's one which bored shoot 'em up fans should definitely consider.

COMMENT



JULIAN

On the surface, Reiden Tred doesn't look like it's got anything to offer it from sinking without trace into the sea of Megadrive shoot 'em ups. There are only two main weapons and two supplementary weapons, and the graphics and sound are hardly Earth-shattering. However, it does have two things going for it: playability and challenge. It's a pretty tough game, and the way the weapons work is next-whizzing around with a fully-loaded weapon gives much mindless blasting entertainment. The last mystery level is absolutely great, and makes a lot of sense in the way through the game. If you haven't already had your fill of up-the-screen blasters, this is well worth checking out.

STAGE 3

An alien battle fortress infests our fine ocean. Destroy this and the aircraft carrier to inflict serious damage on the alien war machine.



STAGE 5

This enemy fortress is under construction at the front line of the battle. Neither offensive or defensive system are at full power. Destroy it now, at its weakest moment.



BY: MICRONET

PRICE: £TBA

RELEASE DATE: TBA

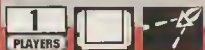
GAME DIFFICULTY: MEDIUM

LIVES: 1-4

CONTINUOUS: 20

SKILL LEVELS: 3

RESPONSIVENESS: EXCELLENT



PRESENTATION 72%

Standard options, but little else. In-game presentation is reasonable.

GRAPHICS 76%

Blurry sprites, and not many different enemies. Good scrolling and movement though.

SOUND 84%

Groovy theme tunes and plenty of solid blasting noises.

PLAYABILITY 87%

Fast and responsive, and great fun to play.

LASTABILITY 76%

Eight levels, plus a secret super-hard level at the end - plenty of lasting appeal there!

OVERALL 81%

A very playable shoot 'em up which is short on originality, but provides a solid and enjoyable challenge nonetheless.



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REVIEW

Eggman alert! In a deal that shocked environmentalists everywhere, vile Dr Eggman has bought up a load of land just so he can capture its small furry inhabitants, brainwash them and put them inside his rocket-powered Cyberfauna suits. With his army of armoured animals, Eggman plans to terrorise the people of the world until they relent and promise to pay him lots of money.

Sonic, being a speedy blighter, is the hedgehog that got away. Now, of course, he's resolved to free his forest buddies by doing over Eggman and he has to leg it through six hazardous zones, each made up of three scrolling areas.

The landscape is packed with platform, 1-pipe puzzles and terrifying terrain! Not only that - Eggman has dispatched his robot-like forces to destroy Sonic before he can catch up with him! Luckily, Sonic is a powerhouse of athletic ability, and he can protect himself by curling into a ball and somersaulting into any enemies, skewering them on his spines!

To protect him still further, Sonic has to collect the power rings which are scattered throughout the landscape. If he bumps into an enemy the rings will protect him, but the collision makes him drop all those he was carrying. If Sonic stays out of trouble, every ring he gets to the end of the level earns him 100 points, and if he has over 50, he is instantly warped to the weirdo bonus game!



SONIC THE HEDGEHOG

TELEVISUAL FUN

All manner of goodies are secreted around the levels of Sonic the Hedgehog - all of them contained in bizarre television-like containers. Look out for bonus rings, lives, shields and continues. Perhaps the most spectacular of all are the super-sonic trainers. Collect these and Sonic's top-speed seems to hit almost light speed velocity!



▲ Sonic curls up into a prickly ball, ready to do battle or somersault.

▲ Sonic's about to collect a bonus.



SONIC EDGEHOG



▲ Those springs come in handy for reaching some of the higher platforms.

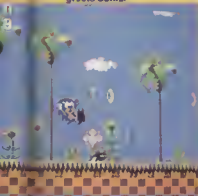
COMMENT

There's no denying it, Sonic certainly gives your brain an optical treat - the backdrops and sprites are truly exceptional. The speed of the game is another blinding aspect as Sonic zooms along at a lick that almost puts the Megadrive version to shame! The Megadrive version of Sonic suffered for two reasons. Firstly, it was rather easy to complete, and secondly, the gameplay was a tad simplistic. Unfortunately, the Master System programmers haven't tightened up either of these aspects. The easiness could be put down to the fact that there's little in the way of enemy sprites to scoot the cute hedgehog on his travels. But still, it's very difficult not to notice Sonic's addictive qualities and polished action, so check this out when it hits the streets.

RICH



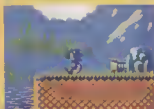
▲ An underground level greets Sonic.



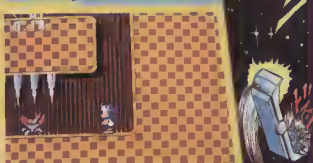
▲ Sonic receives a nasty surprise.



▲ A shielded Sonic can absorb one hit.



▲ The spring hurls Sonic back.



▲ Those spikes are deadly to the touch.

EGG ON YOUR FACE

Dr Eggman arrives at the end of each level in his patented Eggmanmobile ready to kick Sonic's prickly behind. After each defeat, Eggman soups up his transport ready for the next confrontation with Sonic. At the end of level one, Eggman just tries to ram the prickly hero, but by level two he's mounted laser cannons onto his vehicle - vikes!





REVIEW

サウスアイランド



COMMENT



JULIAN

They said it couldn't be done, but Sonic's arrived on the Master System and he looks just as fast as he did in Megadrive form! With the benefit of a few tweaks, the Sega programmers have produced a Sonic game that looks superb, has the smoothest, fastest scrolling ever seen on this machine and is packed full of new features, including new screen layouts, brilliant bonus screens and more hidden items and bonuses than you can shake a spine at. My only gripe is that the game's too easy. It's also a fault of the Megadrive version, but it would have been nice to have a bit more challenge! Still, there's plenty to do in the game, and you constantly go back to it to see whether you missed anything and whether you can improve your score! Ask Santa to bring you a copy...



BONUS FRIVOLITY



In the Megadrive game, Sonic was sent into a massive spinning maze, where he earned an extra continue. In the 8-bit game the coveted prize remains the same, but the bonus game is set inside a pinball-esque chamber, with the spiny one being sent spinning around an eight-way scrolling environment in search of that elusive continue loont!



▲ Complete a level and Sonic's cute chums are released! Hurray!

THE MEGADRIVE FACTOR

...one of the best games of the time! This Master System version is graphically similar, with excellent renditions of the 16-bit graphics - and a stunning main opitel!



©1991 SEGA

BY: SEGA

PRICE: £29.99

RELEASE DATE: NOVEMBER

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: BONUS

SKILL LEVELS: 1

RESPONSIVENESS: SUPER-SDNIC!

1

PLAYERS



PRESENTATION 71%

No options to tweak or anything, and only one decent attract screen

GRAPHICS 95%

Excellent! Stunning sprites and gorgeous backdrops - some of the best seen on the Master System

SOUND 79%

The Sonic theme tunes grate after a while...

PLAYABILITY 94%

Sonic's easy to get into, with plenty of exciting platform action

LASTABILITY 85%

It doesn't take ages to complete this super-sonic platform romp, but it's so much fun you just keep on going back!

OVERALL 90%

A superb platform game for the Master System, that's just as much fun as its Megadrive counterpart

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NINTENDO



REVIEW



Defender of the Crown



Defender of the Crown



of the monarch, England has been cast into a vicious struggle for kingship. You are one of the six knights vying for the empty throne, using all your skills of leadership, jousting and swordplay to gain an advantage over your rivals.

You and your loyal army raid castles, conduct sieges, invade territories and hold tournaments in the hopes of bringing about the fall of your enemies. First you must raise an army, buy catapults and master the strategies required to successfully conquer lands, whilst defending your own. You have another advantage in the guise of Robin Hood, who comes to aid you up to three times per game, usually by using his cunning skills in reducing the amount of enemies you face in one given confrontation.

To win the game and become King (or Queen if you're Gary), you also plan attack strategies and command your troops in the heat of battle. But be warned, only the best will claim the crown.

CONQUEST AHOY!

Mass combat is the most important aspect of Defender of the Crown. First, buy your troops - you choose from regular foot soldiers, or fabbo knights, (costing eight times as much). Choosing a territory to invade is your next task. After a quick march around the country, your troops reach the castle walls, where they bring out their catapults in order to gain entrance. The greater the damage your war engine causes, the easier the final battle with the remaining guards!





COMMENT



JULIAN

While Defender of the Crown is quite good fun to play, you leave it wanting more. The arcade-style screens are neat and the strategy part is simple enough to let a facts 'n' figures dummy like me enjoy it without getting bogged down, but there's just not enough to keep you entertained. The game is fairly challenging, but again, not really enough to make it good value for money. With the benefit of some additions like extra arcade sequences and a more complex strategy element, this could have been really good. As it stands, it's a fairly enjoyable, but ultimately unexciting, experience.

▲ Swain! Chopi Ooh, mind my new blousen, you beast.



PILLAGE A VILLAGE



Raiding your opponents' castle is easy. It's just a matter of strolling in and killing every guard in the place single-handedly, with a dazzling display of swordplay. If you recruit Robin Hood to help you, the matter is made even simpler, as he disposes of some of the guards for you.

HELP ME, WILL ROBINSON

Every so often, the opportunity to rescue a distressed medieval prince. Accompanying this task is a double reward. Firstly, you receive financial benefit from the pleased parents, and also a gain in leadership as your subjects are more likely to obey your commands now that you have saved the prince.



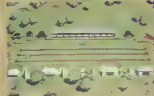
COMMENT

Defender of the Crown was one of Cinemaware's early releases, and although it was graphically spectacular, the playability was somewhat lacking. I'm sorry to say that little has been done to rectify this problem. Although the basic premise of the game is a good one, the realisation is disappointing. It's as if Cinemaware were never sure whether to put the emphasis on arcade shillie or strategy. As a

RAD

It, the arcade sections are slow and have too much static and random. Overall, a good idea, but executed and rounded off with dull graphics

HAVE AT THEE VARLET!



Holding a tournament is a good way to make a quick bit of cash. All you have to do is joust against and defeat three opponents, then beat them all about with your mace, and hey presto, doah eplenty!

Defender of the Crown

BY: PALCOM

PRICE: £TBA

RELEASE DATE: TBA

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: POOR



PRESENTATION 69%

Great, with plenty of intermissions and static presentation screens

GRAPHICS 64%

Generally average, with reasonable sprites and mediocre backgrounds

SOUND 67%

Uninspiring tunes and effects

PLAYABILITY 62%

The simplistic nature of the game makes it easy to get into...

LASTABILITY 51%

...and that's the problem. There just isn't enough to keep you entertained for long.

OVERALL 59%

An interesting and original cartridge which sadly doesn't offer enough to make it worthwhile

**MEGADRIVE****REVIEW**

A new terror has arisen to threaten the peaceful kingdom once protected by the three warriors Gilus Thunderhead, Ax Battler and Tyrus Flare. The misleical Dark Guld and his legions of doom are advancing to conquer the land and destroy its inhabitants. All looks grim for the world until the heroes come out of retirement and agree to once more risk their lives, defeat the new evil and make the world a safer place.

Like its predecessor, Golden Axe II is a horizontally scrolling beat 'em up, boasting exciting moves, such as the rear somersault slash, new improved magic and a host of monstrous new opponents to slay. The action is spread over six levels, with an awesome guardian at the end of each.

Can you (and a friend if you choose to battle simultaneously) beat the baddies and save the day?

HERO PROFILES

AMAZON

The Amazon Tyrus Flare is fantastic when it comes to utilizing her fire magic, even going to the extent of summoning a huge dragon, which makes her useful when up against guardians, although her swordplay is poor.

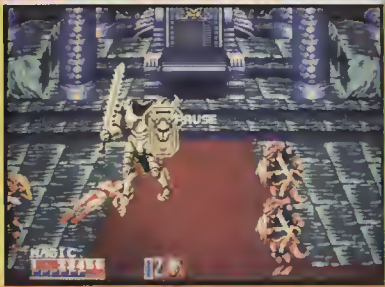
DWARF

Gilus Thunderhead is the swarthy dwarf with the enormous chopper. His axe skills mean that he makes short work of most enemies, although when it comes to magic, his Earth powers just can't cut the mustard.

WARRIOR

This muscle-bound Barbarian warrior goes under the civilised name of Ax Battler. He's just as nifty with his Hurricane magic as he is with his huge longsword, which makes him the best all-round choice.

GOLDEN



NOW THAT'S MAGIC!

The characters from Golden Axe have obviously been practicing their magic since their first adventure. This means that even level one magic is far more impressive. Good job too, because the benevolent pixies from the original game have disappeared, and been replaced by evil magicians who require a sound thrashing before they give up their prized magical books!



▲ Mug these magic wizards and pinch their power-boosting books! Watch out though - they fight back!





MONSTROUS MALARKEY

Death Adder's minions were positively cheerful when compared with the thralls of Dark Guild. Amongst his terrifying horde are trolls, warriors with razors for hands, minotaurs, headless knights and lizard men. These monstrosities arrive in copious quantities and most require repeated doses of sword action before buying the farm and pushing up daisies.



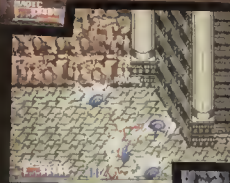
▲ Tyrre Flare is a mean fighting machine! These are just two of her attack moves!



AFTER THE BATTLE IN THE
DARKEN VILLAGE, THE ACTION
WENT FOR THE ANDRIVE BATTLE.



▲ Just like the original, two player action is all part of the new Golden Axe package. One-on-one duel modes are also included.



COMMENT



JULIAN

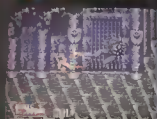
As a big fan of the original, I can only express my disappointment at this sequel. All the programmers have done is altered the graphics, changed the magic spells and given each player a new special move (none of which are any good). Otherwise it's exactly the same as the original. The gameplay's basically identical, the dinosaurs are all very similar, the music is worse, the baddies are killed using exactly the same tactics, the map layouts are surprisingly similar, and, to cap it all, it's not even as challenging as the original - I finished it on my first go! If you already own Golden Axe, Golden Axe II simply doesn't offer enough challenge or new features to be worth buying, and if you don't, buy the original game instead - it's far more fun.



REVIEW

DINKY DINOS

Those dinosaurs are back, and this time they've brought some of their mates. The original fire-breathing dinos are gone, but they're replaced by some new breeds, such as the double tail whipper, which flails its appendage in all directions in the hope of catching two enemies unaware, and a new flame-breather which projects a line of fire straight in front of its face.



RAD

you haven't got the original, I suppose Golden Axe II might be a worthwhile purchase. But to be honest, the original game is of a more consistent quality, is more challenging and is ultimately a lot more fun.

COMMENT

Despite all the improvements made in Golden Axe II, it somehow isn't as enjoyable as the original. For one thing it lacks atmosphere, there's no real sense of involvement. The graphics are a mixed bag, really, with some excellent sprites but some surprisingly poor backgrounds. The sound is also disappointing, with few decent effects and weak tunes accompanying the action. If



BY: SEGA
PRICE: £TBA
 RELEASE DATE: TBA
 GAME DIFFICULTY: EASY
 LIVES: 3
 CONTINUES: 3
 SKILL LEVELS: 3
 RESPONSIVENESS: GOOD



PRESENTATION 87%

Choice of characters, controls and levels
 impressive attract screens and animated
 storylines

GRAPHICS 77%

Great sprites and magic, but some pitiful
 backgrounds

SOUND 67%

None too good. Weak effects and plain tunes
 don't help enhance the atmosphere.

PLAYABILITY 75%

Golden Axe fans will find this very easy to
 get into - in fact too easy!

LASTABILITY 56%

It's not very challenging, and even Golden
 Axe novices should be able to get all the way
 through it within a few sessions

OVERALL 69%

A disappointing sequel which lacks new
 ideas and challenge, and is just too
 similar to the original to be really
 worthwhile.

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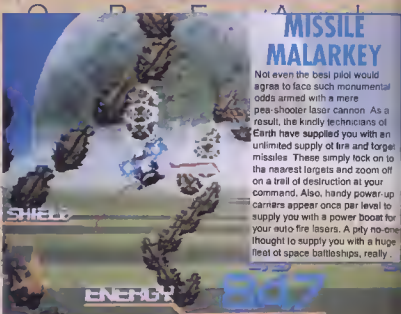


REVIEW

Those evil aliens just will not stop. They always seem to think that they can get away with taking over planets that have been conquered fairly and squarely by Earth. So, just to teach them a lesson, the wily Earth armed forces are going to send out another barely-armed single-man fighter to destroy the entire alien operation.

Being a bit of a thickie, you have, of course, volunteered to take on this highly dangerous mission against a massed enemy of a far greater technological level than yourself, to defend inhospitable planets which conspire against you with a variety of lethal natural hazards.

Galaxy Force II is yet another, in a long line of shoot 'em ups on the Megadrive. This time, the action is viewed in 3D from behind the craft. Afterburner style, and the player zooms around five different planets, destroying the alien stronghold on each one. This involves flying low over the planet surface blowing up all and sundry, then flying through a tunnel to reach the nerve centre of that particular planet. Destroy that, and it's onto the next planet for more death, destruction and devastation hijinks and frolics.



▲ These stony insects attempt to bar your path.

MISSILE MALARKEY

Not even the best pilot would agree to face such monumental odds armed with a mere pea-shooter laser cannon. As a result, the kindly technicians of Earth have supplied you with an unlimited supply of fire and forget missiles. These simply lock on to the nearest targets and zoom off on a trail of destruction at your command. Also, handy power-up carriers appear once per level to supply you with a power boost for your auto fire lasers. A pity no-one thought to supply you with a huge fleet of space battleships, really.

COMMENT



After the high quality 3D graphics of Space Harrier II and Afterburner, I thought this would be a knockout. Sadly, it's not. The still screen shots look impressive, but

playing the game soon reveals its flaws. The 3D effect is jerky and unrealistic, the tunnel sequence is absolutely pathetic (just a raft series of concentric squares) and the controls are sluggish. Not only that, the game's not particularly challenging and since the five levels are all pretty short, it doesn't take long to go all the way through the game. Even the biggest Galaxy Force fans will be disappointed by this conversion.

GALAXY FORCE



PROTECTIVE SHEATHS

To prevent your spacecrafter from suffering too early a demise, it is supplied with some energy deflection shields. These stop enemy fire and minor collisions for a while, but take too many hits and they're history. This means that every impact directly affects your energy, giving you less time to complete the level!





THANKS TO...

Thanks to Console Concepts for supplying us with a review copy of this game. If you want more information, call them on 0782 712759.

Avoiding these angry flames of doom

COMMENT



The Master System conversion of Galaxy Force was a miracle in pardoning the limitations of that machine. So the Megadrive version must be fab, right? Well, no actually.

RAD

Galaxy Force II is a lame effort, with all the speed and playability of something slow and boring. The sprites aren't so bad, but the animation is lacklustre and jerky. The real fault, however, is the unresponsive controls. The ship seems to jerk and hop its way around the screen entirely of its own accord, making the game frustrating, and the dodgy collision detection doesn't add to the game's lasting appeal either. If you want a 3D shoot 'em up for your Megadrive, get Afterburner II or even Space Harrier, but I'd avoid this disappointing release.



ENERGY EDIFICATION

The energy supply of the Galaxy Force ship constantly runs down with the passage of time, so it's fortunate that you have control over the speed at which your craft is travelling, making it much easier to beat the deadline for each level and rake in time-related bonus points.



BY: CRI

PRICE: £40.00

RELEASE DATE: NOW

GAME DIFFICULTY: EASY

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 3

RESPONSIVENESS: POOR



PRESENTATION 68%

Comprehensive options and nice stage select screen.

GRAPHICS 72%

Looks great when it's still, but everything moves slowly and jerkily.

SOUND 59%

Crummy sound effects and a few wacky tunes which don't add to the atmosphere.

PLAYABILITY 67%

The sluggish controls and poor visuals result in immediate apathy...

LASTABILITY 51%

... and the five short levels don't take very long to complete. After that you won't want to come back.

OVERALL 59%

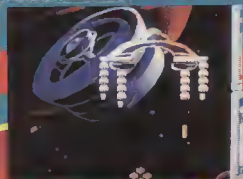
A disappointing conversion let down by poor graphics, sluggish gameplay and lack of challenge.



REVIEW

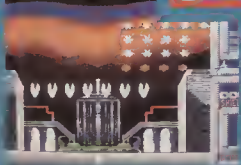
Determined not to become the battle of the new upstarts, those Space Invaders are back for a second go at conquering planet Earth. What's more, they've taken a few tips from their present-day counterparts and have not only learnt to vary their attack patterns, but they've also brought along some huge end-of-level guardians to stop any would-be defenders like you dead in their tracks.

Super Space Invaders is, as you may have guessed, a beefed-up version of the classic 1978 Taito coin-op, Space Invaders. This time it features scrolling playfields, extra weapons, boss aliens, secret levels and all manner of other new-improved formula-related shenanigans. The object of the game for anyone who's been asleep for the past thirteen years is simply to stop the aliens landing at the bottom of the screen. If you can manage this for thirty-six screens, the invaders are repelled forever and you are the hero of the galaxy. If not, this could be the end of civilisation as we know it.



PWETTY FLOWERS

THEY'VE GOT A SORT OF SHOOT 'EM UP.



Well, they're a sort of shoot 'em up. Super Space Invaders has plenty of extra weapons with which to knock the enemy senseless. These weapons are contained inside the bonus motherships which traverse the top of the screen. The spectacular array of greebo-crunching techle available includes Fire Flowers, a sort of smart bomb which destroys most of the meanies on that level, Hyper Lasers, which destroy an entire horizontal row of alien scum and Buster Lasers, which smash up the screen obliterating any traces of alien scum. To pa





COMMENT



RAD

The Mezier System isn't exactly famous for having a surfeit of shoot 'em ups, so does this one fill the gap? Well, if you like Space Invaders, yes. The graphics are really good, including some especially nice backdrops, the sound is none too horrendous either and there are plenty of options, including the great two-player mode. Still, however you disguise it, it's Space Invaders. The game is good fun for a while, but I'm a little doubtful as to its testability, as it all gets a bit repetitive, despite all the new formations and weapons.

ONE MEAN MUTHA



Motherships in Super Space Invaders aren't restricted to the spaz efforts that flew across the top of the screen without firing in the original game. Oh no, these motherships are also bona fide boss guardians, intent on your annihilation! Amongst these terrifying examples of hardware are a Split Saucer which, as its name suggests, splits into two sections for greater shooting effectiveness, Star Ships, which, as well as launching missiles, whirl a spinning star-shaped plasma bolt at you, and a huge flying saucer loaded up with laser-bearing tentacles of doom!



SEGA



REVIEW

DON'T HAVE
A COW

At the end of every third level, a bonus sub-game appears. It goes by the name of Cattle Mutilation, and it concerns your efforts to prevent the kidnapping of all the Earth's cattle. The bottom of the screen is littered with cows, and as each one is caught in an alien tractor beam, it struggles to escape, alerting you to its plight. The more cows saved, the higher your bonus at the end of the game. Little do the aliens know it takes more than a tractor beam to stop Burger King!



BUNKER OFF

Occasionally, your pace will be momentarily slowed by the disappearance of every alien crusher's friend - the bunker! Don't be too alarmed, however, as these are more than adequately replaced by the simultaneous two-player mode, which allows a friend to join the action with no increase in the alien horde! This does have its down side however, as it means endless flights over special weapons, bonuses, cows...

COMMENT



JULIAN

Unlike Rad, I really got into this rave from the grave. The graphics are very nice, there are plenty of new features (including some great end-of-level baddies) and the game is fun and varied enough to keep you blasting. The cattle mutilation screen is a real laugh and it's a real skillful you can rack up a whole heap of bonus points. The only problem I found is that the game doesn't get tough enough - it's not a complete pushover, but a bit more challenge on the top difficulty setting and on later levels would have helped give it more lasting appeal. Still, Super Space Invaders is a simple, but entertaining blast and with the extra appeal of the simultaneous two-player action is a must-see for Master System shooing fans.



BY: DOMARK

PRICE: £29.99

RELEASE DATE: DECEMBER

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: GOOD

1-2

PLAYERS



PRESENTATION 83%

Well presented, with quite a few options and impressive opening screens

GRAPHICS 80%

Good throughout. Well-drawn sprites, impressive weapon effects and brilliant backgrounds

SOUND 79%

Inoffensive tunes and a few good effects

PLAYABILITY 85%

Dead easy to get into and fun to play

LASTABILITY 79%

It gets tricky later on, but never hard enough to really test the skills of a true blasting fan/sic

OVERALL 82%

An excellent shoot 'em up which is slightly marred by the fact that it doesn't get tough enough on later screens

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REVIEW

Like as a secret agent usually involves dangerous assignments in sunny countries, ending up in bed with some exotic, curvaceous female(s). In your spare time you usually infiltrate some big crime lord's castle/apartment/undersea base, crack his safe and take photographs of his secret plans with your mini spy-o-matic camera, before escaping in your 202 mph Ferrari F40.

However, in the deadly assignment dramatically dubbed 'Outrun Europa', things have gone drastically wrong. The endless supply of ready 'n' willing women has suddenly dried up and your Ferrari's been perjured by the evil crime lord who wants his secret plans back (and doesn't mind getting a limited edition Ferrari into the bargain).

Now it's your job to grab the nearest form of transport possible and begin a trans-European road chase to catch up with the thieves behind the wheel of your Ferrari. Once the car and the plans are safely re-appropriated, it's time to head towards Secret Service HQ and successfully complete the mission. To help you in your escapades, you're able to make good use of the in-built weaponry featured in each mode of transport (even the jetski in this game has an in-built rocket launcher!). Aiding your mission still further are the extra shields and fuel canisters dotted around the landscape. Simply by running over these, the goodies are collected.

However, things aren't looking good. The crime boss has massed together all the crim-driven vehicles he can, and he's sent them all chugging along in your general direction. Suffice to say that giving your monkey ass a good dusting is top of their list of priorities!



It's Jeteki time! Watch out though, danger is close at hand!

THE HISTORY OF...

Outrun Europa was originally planned to be US Gold's home-grown sequel to their massively successful conversion of Sega's Outrun coin-op. However, the company had to think again when Sega released Turbo Outrun - because it was almost exactly the same game! Literally years later, US Gold dug up the Europa name, added in all of the different vehicles and locations and created the game you see before you. Marvellous!



SEGA

牛車集

REVIEW



HIGHWAY HIGH JINKS

Plenty of great forms of transport are lined up for you in Outrun Europa. Starting out on a high-power motorbike speeding along to Dover, it's not long before you hit the English Channel, where a nice jetski is just waiting for some fun and frolics. Once over on the continent, plenty more high speed fun awaits. In Germany, a super turbo-charged Porsche awaits you and if you're really lucky and reach the last level of the game, you get to drive your labbo Ferrari F40!

COMMENT

I must admit that I was very disappointed by this offering. As you can see from the screenshots, Outrun Europa isn't really too bad in the graphics department - but all the effort on the visual side of things should have been directed more towards the playability of the product. Rather than concentrate on the action (which is most important after all), the programmers have spent a lot of

RICH

effort on the massive roadside obstacles. The gameplay itself suffers in that there isn't actually much to do - the graphics may be different in each level, but your activities remain much the same. Also, the more eagle-eyed among you may notice that there's never more than one enemy vehicle on the road at one time! Another gripe I have concerns the pick-ups. Collecting these for extra fuel and shields is all-important, but the jerky scrolling makes it virtually impossible to tell when they're coming until they've zoomed by. Outrun Europa isn't a disaster - it's just a shame that more effort wasn't spent on tightening up the gameplay.

▼ Explosionsville, Arizona! Your jetski comes with rocket launchers as standard - but ammo is short!



▲ Dodge those rocks! Obviously the English Channel is shallower than we thought...



▲ An open road ahead of our Outrunning chum!



SEGA



REVIEW

▼ Only one other car on-screen at the moment, but the cops are close behind!



Launch some explosive stuff and blow up that speedboat!

COMMENT



JULIAN This certainly had plenty of potential - the idea of different modes of transport, each sporting deadly weapons is great - but unfortunately the game is let down by jerky 3D and lack of variety. The roadside objects, although large and impressive, are completely unnecessary. They should have been dumped and replaced by more enemy cars and faster, smoother 3D. The main problem, however, is that there are basically only two different levels: water and road. The bike, Porsche and Ferrari levels are all identical except for the main sprite and roadside objects. The same fault is apparent in the jetski and speedboat levels. If it's racing thrills and spills you're after, check out Fire and Forget II, Chase HQ, Battle Outrun or Outrun - they're all much more exciting than this.



CAR 54, WHERE ARE YOU?



Being barged off the road, shot or bombed by enemy helicopters isn't the limit to your troubles. Owing to your carless high speed travel, the cops have been alerted to your presence and are in hot pursuit! Arrest, by the way, leads to the game finishing immediately.



BY: US GOLD

PRICE: £29.99

RELEASE DATE: DECEMBER

GAME DIFFICULTY: TOUGH

LIVES: 1

CONTINUOUS: 0

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 65%

A couple of interesting presentation screens, but not a whole lot more

GRAPHICS 75%

Quite nice roadside obstacles and okay-ish sprites, but the 3D effect is jerky

SOUND 65%

Good, though repetitive tunes and quite annoying effects (like the police siren)

PLAYABILITY 61%

Initially addictive, but the lack of variety soon makes itself apparent

LASTABILITY 60%

It's a tough game, but the action isn't varied or rewarding enough to sustain long-term play

OVERALL 63%

Potentially good, but unfortunately the lack of variety and poor 3D effect puts this racer at the back of the starting grid.



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NINTENDO



REVIEW

The planet Earth is dying and only you can save it! The evil Hoggish Greedly has decided to drill for oil on all of America's national parks. The American government haven't even noticed this, or indeed the squadrons of warplanes and armoured installations Greedly's constructed over spots of historical interest and natural beauty. Quite how this is destroying the whole of planet Earth is a bit of a mystery, but the fact remains, Mr Greedly is a very naughty boy and must be elopped.

Each level is split into two sections. The first is a horizontally scrolling shoot 'em up, where CP's sidekicks fight off the manning hordes and wreak mass destruction upon Greedly's operation. The second half shows the Cap's efforts platform-style, with our man flying around destroying a huge enemy installation from the inside.

COMMENT



RAD

It's all a bit dull, unimaginative and repetitive. Captain Planet's sad graphics and sound could be excused if it weren't for the game's habit of placing you in an impossible position from which there is no escape. Even doubling the number of hits your vehicle can take to two would have improved the gameplay no end. A lot could have been done with Captain Planet, but even the environmental angle has come to nothing.

PLANET PICK-UPS

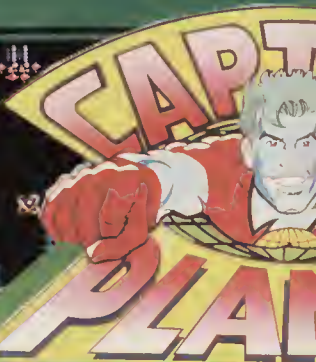
The Captain is aided in his quest by power-up items left behind by Hoggish Greedly's vanquished cronies. There are offensive icons such as bi-directional fire and speed-ups, and defensive ones such as shield crystals and extra lives.

Captain Planet is a product of the combined powers of five magical rings in the possession of the Planetars. As a result, he is able to utilize these powers to vanquish his enemies. On "outside" levels, fire blasts enemies with fireballs, water shoots waves, wind circles the vehicle with a protective hurricane, earth drops rocks on opponents lower than you end your heart enables you to rescue animals. During "inside" levels, fire and earth are used to destroy things, water and wind help you get past hazards such as toxic gas or acid, and once more, heart power lets Captain Planet be nice to stranded baastas.

MEAN MACHINES 150



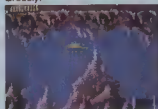
▲ A tense confrontation.



PLANET TRANSPORTATION

The outside levels each feature one of the Planetars' three fabulous vehicles. The Geo-Cruiser on level one is a large spaceship that looks something like Thunderbird 2. Check out level three's Eco-Copter for a fast and manoeuvrable helicopter gunship. On level five, the Planetars control the Eco-Sub, an environmentally friendly submarine used to protect the aquatic

locations in danger from Hoggish Greedly.



▲ Submerged fun ahoy!



▲ The Captain nabs a handy energy refill.

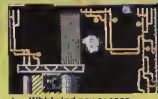


▲ Three-way fire is Mr Planet's for the taking.

PLANET POWERS



▲ Ash! CP rescues a poor little elephant.



▲ Whirlwind power sees Cap through some tricky bits.



NINTENDO

REVIEW



Use your rocks to stop
▼ the waste trucks.



COMMENT



RICH

I've never seen the cartoon before, but if it's anything like this game, I'm glad I have a massive lie-in every Saturday morning. It's an odd sort of game, really. The "outside" shoot 'em up levels all seem to be incredibly difficult. It took me over an hour of frustrating play just to get past level one! The thing is, after that, the "inside" levels are pretty simple to complete and are far more rewarding. The graphics throughout are okay, but not spectacular, and the sound is quite unfortunate, with some very bizarre tunes. If the gameplay on the shoot 'em up levels had been tightened up, I'd have greeted Captain Planet far more enthusiastically. Unfortunately, progress is always halted by the absurd difficulty level. Frankly, I was very disappointed with this, especially since it was designed and partly programmed by the creator of Boulder Dash.

I've never seen the cartoon before, but if it's anything like this game, I'm glad I have a massive lie-in every Saturday morning. It's an odd sort of game, really. The "outside" shoot



BY: MINDSCAPE

PRICE: £TBA

RELEASE DATE: TBA

GAME DIFFICULTY: HARD

LIVES: 5

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: POOR



PLAYERS



PRESENTATION 58%

A variety of intermissions, but there's a dull title screen and no game options to tweak.

GRAPHICS 56%

Blocky, bland sprites cavort around dull, uninspiring backgrounds.

SOUND 49%

The sounds are akin to a dying walrus being put through a paper shredder, with tunes that'll have you buying ear plugs.

PLAYABILITY 57%

Initially off-putting, due to the badly judged difficulty level on the shoot 'em up sequences.

LASTABILITY 56%

The game is very difficult, but there are only five levels, and the whole thing is just as infuriating if you won't feel.

OVERALL 56%

A sadly wasted license. Bad graphics and sound coupled with frustrating gameplay make this one to leave on the shelf.



American football is a game in which the player attempts to score points by carrying the ball across his opponent's touchline. Play stops every time the ball hits the floor, and if the ball has not been carried ten yards by the time play has stopped four times, possession is awarded to the opposing team. Points can also be gained by kicking the ball through the opposing team's goalposts, or by forcing the other team behind their own touchline.

American football has been represented in a number of games on the Megadrive, the best known of these being John Madden's Football. Joe Montana II tries to shake off the shadow of this title by adopting a new, side-on viewpoint and zooming in on the action once play gets underway. Tactics are still chosen in a style similar to Madden, but plays are directly selected, as opposed to being reached through a series of choices such as formation and set.

COMMENT



Joe Montana II is at least attempting to do something not inspired by John Madden's, and it works. The zoom function makes the game feel a lot more realistic, and arcade skills are

RAD

required to keep you standing as opponents rush in from all angles. But the really strong point is the speech. This adds an awful lot to the game, and makes it possible to overlook some of the gameplay flaws and annoyances. If you've got John Madden's and you're looking for something different, give this a go, but if you're looking for the best American football game on the Megadrive, go for John Madden '92.



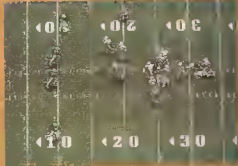
JOE MONTANA II

ERR, REMARKABLE!

The major selling point of Joe Montana II is the speech. Over one hundred and fifty phrases are combined to provide a running commentary throughout the game, with every move being talked through by the commentator. This improves the atmosphere no end, with tension being built up just as in real life!

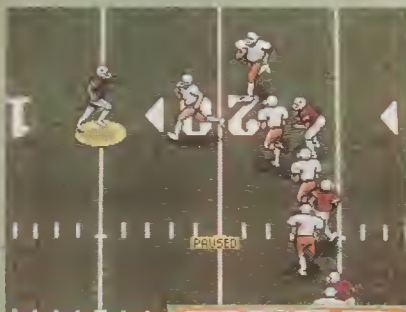


▲ New England takes the snap...



▲ ...He starts the run...

REVIEW



MENU ACTION

Choosing plays in Joe Montana II couldn't be much simpler. Three plays appear on screen at once, and the desired option is picked by pressing one of the three joystick buttons. Pushing left or right on the controller scrolls the plays along in that direction, and pushing up or down chooses a set of three different styles of play, such as passing or kicking formations.



▲ The kicking team line up on the thirty...



▲ It's a beauty! San Francisco take possession on the forty yard line...



▲ Boom! Tackled immediately.

JOE MONTANA II



▲ ...It's out...turns on the speed...



▲ ...Touchdown! The crowd go wild!

ZOOM AND ZOOM AGAIN

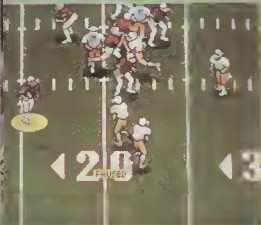
Before the snap, play is viewed side-on from afar, but all this changes once the quarterback gets his mitts on the ball. A square appears around the area of play, the view zooms in and the action is displayed using huge (for a sports game), clear sprites. Much less of the pitch is visible at the time, meaning you must think on your feet - more like real American football.



REVIEW



▲ The score is San Francisco seven, Washington nothing.



▲ Montana takes it... down the line.



▲ He takes it... he's going for the run.

COMMENT



JULIAN

Rather than tackle John Madden's head-on, Sega have taken an unusual and very clever approach with Joe Montana II and come up with what is basically a stunning showpiece game. It's not endowed with spiffing graphics, but what it has got is speech. Lots of it. In fact, over 150 different phrases! They're very cleverly put together so that the console doesn't keep on repeating itself, and the end result is truly amazing - it really does sound like there's a slightly muffled old commentator chattering away throughout the game! The game itself is quite simple, which means that novice American football fans can easily get into the action, but there is scope to learn some clever moves and develop your play. If you're after the best American football simulation available, John Madden '92 is the obvious choice - but Joe Montana II is different enough and impressive enough to deserve a place alongside it in your collection.



BY: SEGA

PRICE: CTBA

RELEASE DATE: TBA

GAME DIFFICULTY: MEDIUM/HARD

LIVES: N/A

CONTINUOUS: N/A

SKILL LEVELS: 3

RESPONSIVENESS: GOOD



PRESENTATION 80%

Lots of options and state, brilliant zoom sequence.

GRAPHICS 81%

Zoom view graphics are superb, but "standard" view is pretty poor.

SOUND 96%

Probably the best speech ever heard, plus a variety of reasonable effects and a cacophony of average tunes.

PLAYABILITY 85%

Good response speed, plenty of tactics and addictive, arcade-style gameplay.

LASTABILITY 80%

Lots of teams to test, playoffs and three skill levels mean that the game should maintain a lengthy challenge.

OVERALL 83%

A simple, but enjoyable American football game which features incredible speech. A landmark game - let's hope there's more like this!

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REVIEW

Count Dracula is back! After the pasting the Dark One received in the original Castlevania, he's spent many years souping up his satanic powers, determined to destroy the person who dared stand up to him - Christopher Belmont. In order to carry out this foul deed, Dracula has summoned all his evil powers of possession available to him, and in a fit of diabolical evil has turned Belmont's son, Soyaeyu, into a massive remeping demon!

Christopher is more than a bit annoyed at this development and sets out towards the new Drac HQ with revenge on his mind. When he gets there, he finds that once again, his skills and reflexes are tested to the max in a four-way scrolling platform-based environment. Armed only with a whip and subtle cunning, Christopher is pitted against the true horrific terrors of seven levels, each pecked to the brim with possessed meenies and flesh-eating denizens of the undead!

COMMENT



I thought the original Castlevania was good, but this is even better! There are loads of things to uncover, including secret screens, and it's a non-stop battle all the way to

JULIAN

beat Drac! If you're a platform addict, put this at the top of your shopping list immediately.



THE POWERS OF GOOD

Plenty of items are found around the evil domain. Collect these to boost your chances of doing over Count Dracula.



COIN: Increases your stash of points.



SMALL HEART: Gives you one more use of your special weapon.



LARGE HEART: Enables you to use your special weapon five more times.



CRYSTAL BALL: Boosts the power of your whip. The first power-up extends it and the second enables you to shoot deadly fireballs with it too!



BATTLE AXE: Belmont throws these in an arc, annihilating enemy sprites.



HOLY WATER: Burn those undead beings with the essence of good!

CASTLEVANIA 2



COMMENT



What a brilliant platform game this is! Plenty of levels packed with cunning traps and undead-related excitement make this a game you'll be playing time and time again. Go for it!

RICH



KONAMI £19.99

RATINGS

PRESENTATION	90%
GRAPHICS	88%
SOUND	84%
PLAYABILITY	92%
LASTABILITY	90%
OVERALL	91%



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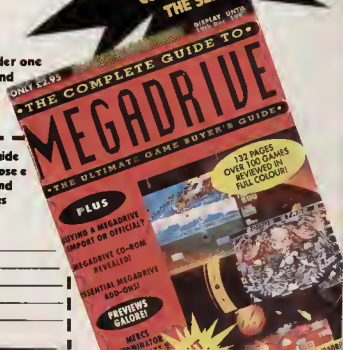
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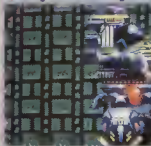
It's bigger, better and more prestigious than the Oscars! It's the MEAN MACHINES MEGA-AWARDS 1991, voted for by you fab-u-los readers. If you want to vote, fill out the form with your own personal faves of '91. Early in the New Year we'll be announcing the winners, and awards will be given in each category to the Megadrive, Nintendo, Master System and Super Famicom games with the highest votes. The only rule is that the games you vote for must have been released during 1991. There's a complete list of games below to help jog your memory. If you want more information, read through the MEAN MACHINES 1991 feature elsewhere in the mag.

▼ Bonanza Bros



Streets of Rage

▼ Megadrive Zero Wing



MEGADRIVE

DARK CASTLE, F-22, THE IMMORTAL, FATAL REWIND, KLAX, TOE JAM AND EARL, SHINING AND THE DARKNESS OUTRUN, MIKE DITKA'S POWER FOOTBALL, TURRICAN, THUNDERFORCE III, FLICKY, ROAD RASH, FANTASIA, SPIDER-MAN, STAR FLIGHT, STREETS OF RAGE, EA ICE HOCKEY, 688 ATTACK SUB, ALIEN STORM, SONIC THE HEDGEHOG, STAR CONTROL, MIGHT AND MAGIC, WARDNER, ZERO WING, FAERY TALE ADVENTURE, BONANZA BROS, WRESTLE WARS, KING'S BOUNTY, BLOCKOUT, HARBALL, JAMES POND, AFTERBURNER, SWORD OF VERMILION, DARIUS II, MIDNIGHT RESISTANCE, DICK TRACY, PGA TOUR GOLF, SUPER REAL BASKETBALL, JOE MONTANA'S FOOTBALL, AEROBLASTER, DYNAMITE DUKE, GYNUG, MICKEY MOUSE, ESWAT, CRACK DOWN, SWORD OF SOGAM, MOONWALKER, HARD DRIVIN', GALAXY FORCE, BATTLE SQUADRON, RAIDEN TRAO, JOHN MAGEEN'S '92, ROBOCOQ, PACMANIA, MERCS, SHADOW OF THE BEAST, GOLDEN AXE II, JOE MONTANA II



MASTER SYSTEM

SUPER KICK OFF, BACK TO THE FUTURE II, SHADOW OF THE BEAST, XENON II, ACE OF ACES, PSYCHO FOX, SPIDERMAN, CHESS, FORGOTTEN WORLDS, LEAORBOARD, GALAXY FORCE, JOE MONTANA'S FOOTBALL, HEAVYWEIGHT CHAMPIONSHIP BOXING, GOLDEN AXE WARRIOR, GHOULS N' GHOSTS, STRIDER,



▲ Master System Oick Tracy

NINTENDO

MANIAC MANSION, CALIFORNIA GAMES, DEFENDER OF THE CROWN, CAPTAIN SKYHAWK, BOULDER OASH, SHADOWGATE, KABUKI,



▲ NES MegaMan 2

SHADOW WARRIOR, JACK NICKLAUS GOLF, SOLSTICE, A BOY AND HIS BLOB, SUPER SPIKE VOLLEYBALL, TURBO RACING, RAD GRAVITY, IRON



▲ Nintendo Gremilins 2

SUPER FAMICOM

ACTRAISER, PILOT WINGS, ULTRAMAN, F-ZERO, SIM CITY, UN SQUADRON, SUPER R-TYPE, GOEMAN WARRIOR, SUPER TENNIS, PRO SOCCER, SUPER GHOULS AND GHOSTS



▼ Famicom UN Squadron



▲ Ghouls 'n' Ghosts

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BEST GAME OF THE YEAR

BEST SOUND

BEST HAND-HELD GAME

BEST SHOOT 'EM UP

SOFTWARE HOUSE OF THE YEAR

BEST BEAT 'EM UP

MOST FABULOUS PERSON OR THING

BEST PLATFORM GAME

MOST CRAP PERSON OR THING

BEST ADVENTURE GAME

BEST FILM

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WORST GAME OF THE YEAR

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In MEGATECH you'll find extensive, full-colour reviews of the latest Megadrive titles, as well as huge playing guides and tips from Britain's greatest Megadrive gamers. There will also be news of the latest Megadrive developments, both in Britain and in Japan and the USA.

But that's not all. We can solve your gaming problems in the MEGATECH Helpline, or keep you up to date on the scores you have to beat in the HyperPlayers high score tables. Find out what other Megadrive owners are talking about in MegaMail or let the MEGATECH Game Index (which lists and rates all Megadrive games) help you with your buying decisions.

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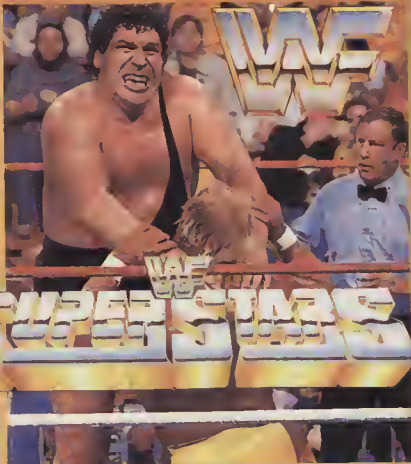


REVIEW

Take to the World Wrestling Federation ring and kick, punch and pin some monkey ess! This Gameboy adaptation of the mega American 'sport' enables you to adopt the persona of either Mr Perfect, The Ultimate Warrior, Hulk Hogan, Macho King Randy Savage or Ted DiBiase - The Million Dollar Man!

Your objective in the game is to fight your way to the top of the World Wrestling Federation in pursuit of the coveted world title. To achieve this end, you face up to the rest of the WWF wrestlers featured in the game in a series of terrifying, but yet entertaining bouts (one or three falls, with or without a time limit - it's up to you).

Once you're in the ring, your aim is simply to force your opponent to stay on the canvas for three seconds. You can do this with a couple of methods. Firstly you can pin your opponent to the canvas (although it he's got enough energy he shrugs off your assault), or you can cause him so much damage that he'll keel over and not get up!



HEAD-TO-HEAD WRESTLING

Got your supra-groovy Gameboy head-to-head cable handy? Got a pal with a Gameboy and another WWF cart? Well, why not hook them up together for some two-player thrills 'n' spills. Rather than just participate in a tournament, this version of game is a simple one-on-one bout, with each player choosing their fave WWF wrestler!

COMMENT



Unlike their real-life counterparts, the wrestlers in this game are complete pushovers and finishing the game is very easy. However, the two-player mode is

JULIAN absolutely brilliant and offers plenty of thrills 'n' spills. WWF fans should love it!

COMMENT



It's very easy to finish, but WWF Superstars is just great fun - especially when taking part in a one-on-one two-player bout. Classy graphics and decent playability make this one to check

RICH
out and pronto!



ACCLAIM £19.99	
RATINGS	
PRESENTATION	90%
GRAPHICS	81%
SOUND	80%
PLAYABILITY	90%
LASTABILITY	85%
OVERALL	85%

1-2
PLAYERS



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FEMALE ☐

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AMSTRAD ☐
ATARI ST ☐
C64 ☐
GX4000 ☐
GAMEBOY ☐
GAME GEAR ☐
LYNX ☐
MEGADRIVE ☐
NINTENDO ☐
PC COMPATIBLE ☐
PC ENGINE ☐
SEGA ☐
SPECTRUM ☐
SUPER FAMICOM ☐

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AMSTRAD ☐
ATARI ST ☐
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GX4000 ☐
GAMEBOY ☐
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LYNX ☐
MEGADRIVE ☐
NINTENDO ☐
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HOW MANY GAMES DO YOU BUY PER MONTH?

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2 ☐
3 ☐
4 ☐
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GOOD REVIEW IN MEAN MACHINES ☐
ADVERTISING ☐
FRIEND'S RECOMMENDATION ☐
SEEING IT ON DISPLAY IN SHOP ☐
'COS IT'S A COIN-OP ☐
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THE MAGAZINE

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TIPS ☐
CHARTS ☐
NEXT MONTH ☐
YOB'S GOSSIP ☐
HOTLINES ☐
COMPETITIONS ☐
REVIEWS ☐
PREVIEWS ☐

IS THE TEXT IN THE REVIEW

TOO LONG ☐
TOO SHORT ☐
JUST RIGHT ☐

WHEN MEAN MACHINES REVIEWS A GAME, ARE THE RATINGS USUALLY

TOO HIGH ☐
TOO LOW ☐
JUST RIGHT ☐

ARE THE SCREEN SHOTS

TOO FEW ☐
TOO MANY ☐
JUST RIGHT ☐

IS THE RATING SYSTEM

BRILLIANT ☐
REASONABLE ☐
POOR ☐

ARE MEAN MACHINES COVERS

GREAT ☐
ALRIGHT ☐
BAO ☐

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GAMES-X ☐
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GAMES ☐

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SOMETIMES ☐
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ALRIGHT ☐
POOR ☐

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PLAY SPORTS ☐

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ONE WOULD YOU GO TO?

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BARCLAYS ☐
MILANO ☐
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WHAT WOULD YOU LIKE TO SEE IN MEAN MACHINES (TICK AS MANY BOXES AS YOU LIKE)?

MORE MASTER SYSTEM COVERAGE ☐
MORE NINTENDO COVERAGE ☐
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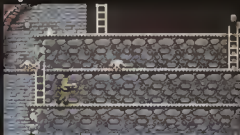


The word is that the Black Knight has escaped from jail! For the last couple of months, he's been held in the darkest and damkest dungeon of them all, pending his execution. But now he's free, ready to commit atrocities aplenty. Not surprisingly, the medieval world is very upset by this development and many men are dispatched to seek out the whereabouts of the dark one. After many weeks of searching, the Black Knight is finally located at the eponymous Dark Castle, well known place for non-evil citizens of the kingdom to dis hideous and grotesque deaths.

You are the sole adventurer who dares set foot inside the Dark Castle - represented graphically in this game by a side-on platform-based environment. Your immediate aim on each screen is to use your superior agility and jumping prowess to reach the exit, where more challenges await on a fresh screen.

Unfortunately, making this task a tad more difficult are the masses of enemy sprites just waiting to cause you some grief. Luckily, your dimension-warping trousers can carry over 50 rocks at once which are used to slone your opponents to death!

Your overall objective is to find the Shield of Protection and as many other mystical items as possible with which to fight the Black Knight. Only then can you tread the perilous path to the Black Knight's lair...



COMMENT



RICH

Oh my word! Dark Castle takes me back to the days when no one could program the Amiga properly and instead came out with pathetic platform games with deformed graphics and grating sound. Funny enough, that's exactly what Dark Castle is. There are no original ideas on offer here. The platform game is fundamentally simple and the graphics are truly bad, with tiny, ill-defined sprites wobbling around

Spectrum-esque backdrops. The control method is really awful, with very unresponsive action. The method used to change the direction of firing is slow and makes for many a frustrating death. One thing's for sure - the hero in this game is a real wuss. Even touching a small rat results in a violent and sudden death. Dark Castle's only redeeming feature is the sound - the sampled effects are pretty good. However, that factor apart, I can't recommend this sad effort at all.

Dark Castle

STICKY-OUT POINTY BITS FOR THE MAIN PIC

GUARANTEED TROUBLE: This set of rooms should be your first choice when getting foot in the Dark Castle. Here, you find all sorts of trouble which help hone your skills for the major quest ahead!

QUEST FOR THE BLACK KNIGHT: Follow this path of extreme danger to track down and finally destroy the evil Black Knight!



FIREBALL WAREHOUSE: Complete this mini-quest and the fireball spell is yours, courtesy of Mordamir the wizard. This useful item turns all your rocks into fireballs!

THE LABYRINTH: This e-mazing maze contains many secrets -

including the vital Shield of Protection. Collect this to make your quest far safer.

GETTING YOUR ROCKS OFF

Your only form of offense comes from the rocks secreted about your person. Whilst standing still, using UP and DOWN on the joystick changes the angle your adventurer throws these solid objects. Pressing the C button sends them speeding along the chosen trajectory.



Castle



SUPA SOUND

By now you've probably scooped out the ratings bin and discovered that Dark Castle isn't actually very good. However, the sample sound is great. Our hero grunts, groans and makes other noises depending on his condition. Each of the meemies also make their own noise. Our hero must be the strange monkey-like creature that scream "Ni-ni-ni-ni-ni!" for no apparent reason!



COMMENT



This game is so bad, criticising it is like kicking a sad, retarded cripple while he's down. Apart from the laughable sampled sound, everything about it is disabooled. The graphics look like they've been lifted from a particularly crap Master System game - well, look at the screennoise and agree. What you can't see, though, is the movement of the rubbish zombie

JULIAN

hunchbacks have very dubious appendages which become erect when you approach. Quite what they are is difficult to ascertain due to the fact that they're so badly drawn, so I'd better not ponder any further. Gameplay? Well, where is it, that's what I want to know. It's challenging, but for all the wrong reasons. You spend most of your time battling the stupid control method, rather than the baddies. The way you throw stones is pathetically slow, and the collision detection is so dodgy it had me yelling with frustration. Within a few hours I'd had enough, and Dark Castle was dumped. If a gamer went to hell, this is the game he'd be made to play.

MEGADRIVE

REVIEW



牛寺集



BY: 360

PRICE: £34.99

RELEASE DATE: OCTOBER

GAME DIFFICULTY: TOUCH

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 3

RESPONSIVENESS: SAD



PLAYERS



PRESENTATION 54%

Little in the way of options or pretty screens to look at.

GRAPHICS 25%

Sad, malformed sprites and backdrops more suited to an aged Master System game.

SOUND 71%

A sad rendition of classical music (which can be turned off), but some pretty feebly sampled to listen things up a bit.

PLAYABILITY 23%

A silly control method and unresponsive controls make this very difficult to get into.

LASTABILITY 14%

It doesn't take long for the dodgy controls and awful collision detection to put you off playing this for good.

OVERALL 23%

Apart from the comedy appeal of owning the worst Megadrive game yet, there's no point in buying this awful unplayable game.

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MEGA

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I WILL SWAP any two of my Megadrie Games for PGA Golf Games, midsize Strider, Star Control, Sonic Hedgehog, Ho Hockey, Super Master Golf, E-Swirl, Ring Side Angel plus many more, urgently needed. So Phone 0742 588420 not weekends

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WILL SWAP MY BMX Freestylar for NES Joy Stick or Q*bert Tiles or Q*bert Tel Terry on Lowestoft 508224 Suffolk

MEGAORIE Games, Alien Storm, Ghoshs, Ghouls for Good Games especially Road Rash Call Tim Roe 0274 883727 6pm - 9pm weekdays

MEGAORIE Sprints swap for Gordon Wamir or UN Squadron F-Zero swap for Final Fight. Help on Mario wanted!! 0335 74261

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I WILL SWAP my Gorytecs Q*bert for Bubble and Bobble Phone Danny 0810715

MEGA SWAP I will swap my Lynx Game Blue lightning for your Pacman II interrelated phone Cns on 0302 968419

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Cumbe

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PORNO!! But then again maybe not! But I am willing to swap my Mario II, Ducktales and Whizzninnar for either Megaman 1 or 2 or Mario 3, Ghostbusters 2, Simpsons or Turtles 2 for (nes). Just phone Philp on Hitchin 0462 437426

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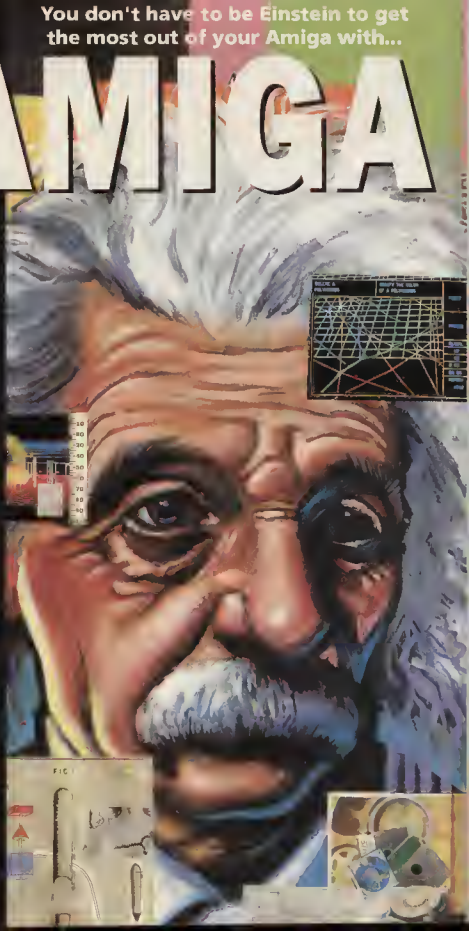
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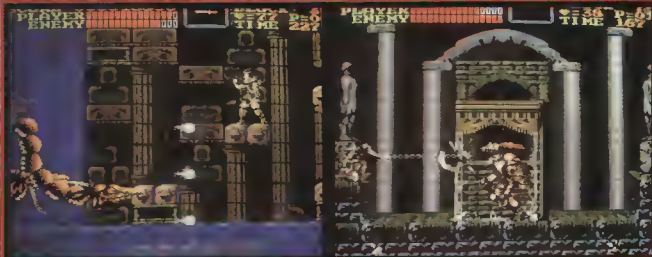
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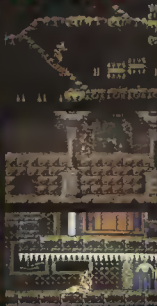
PREVIEW

HOT CONSOLE GAMES COMING SOON...NOT CONSOLE GAMES COMING SOON...



CASTLEVANIA

Konami's fourth installment of the wondrous Castlevania series is soon to be wending its way towards Super Famicoms everywhere. Castlevania casts you as a macho whip-wielding hero on a mission to save a beautiful princess from the clutches of Count Dracula and his undead minions. The Gamaboy version of this was brill, so there should be a lot of a-whippin' and a-platformin' when this hits the importers. Look out for a full review next issue!



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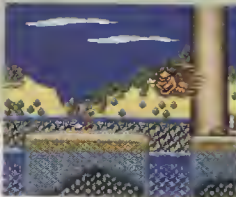
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PLAYERS



DONALD DUCK

Gaspi! Hwey, Dewey and Louie have been kidnapped by an evil witch! Not just that, but she's also taken Uncle Scrooge's lucky dime, the source of all his wealth! Donald's nephews are imprisoned in three different countries, guarded by the evil cronies of the crone herself. Can Donald rescue the kids and get back Scrooge's dime? If he can, there's a fat reward waiting for him. This platform romp picks up where Mickey Mouse left off, with loads of cartoon-style violence and leaping around. So far, Donald is looking snail, and you can be sure we'll be reviewing this and the forthcoming Megadrive version next month.

MASTER SYSTEM



MARIO LEMIEUX ICE HOCKEY

MEGADRIVE



Just in case you don't know, Mario Lemieux is a famous ice hockey player, well, he's famous in Canada. This is why Sega have chosen to immortalise him in his own Megadrive game. Is it a shoot 'em up? No, it's a side-on view ice hockey game, with gameplay similar to EA Hockey with lots of blow-up screens such as fights and penalties. The big question is: how does it compare to EA Hockey? Well, so far it's looking good, but guess what? If you want the full low-down you'll have to read next month's MEAN MACHINES.

SHADOW DANCER

Joe Musashi returns to the fray in the Master System version of Sega's Shadow Dancer con-op. Joe traverses many levels which make up the homeland of the Zed empire in his quest to bring their reign of terror to an end. The Master System game promises to follow the arcade machine closer than the disappointing Megadrive version - except for the absence of Joe's four-legged canine friend. Still, that shouldn't stop the game from being a veritable hack 'n' slash fest, so watch for a review next ish.



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